



Konami Reveals N64 Game Plan

# NINTENDO POWER

P.O. Box 87043  
Madison, WI 53787-0043

CHANGE SERVICE  
REQUESTED

MAIL RATE  
U.S. POSTAGE  
PAID  
PERMIT NO. 4100  
MADISON, WI



**NFL QUARTERBACK  
CLUB '98**  
QB CLUB TAKES ON Madden 98

Exclusive  
**Diddy Kong  
Racing**

In-Depth

3-Page Preview

Midway wakes tracks

Sony's new game

Top Gear

• Duke Nukem 64—High Tech Tude

NOVEMBER VOLUME 162  
US \$4.95 / CANADA \$5.95



0 45496 99125 5

- High-velocity weapons are trained on you.
- The fate of the free world is in your hands.
- Your NINTENDO POWER subscription is about to expire.

How does it feel  
to be the center  
of attention?

**NINTENDO**  
**POWER**

## KEEP YOURSELF IN THE GAME!

Renew your subscription to NINTENDO POWER magazine and you'll get your choice of three Player's Guides. CALL NOW to get all the inside information you need to avoid any unpleasant surprises. 1-800-255-3700



## PLEASE RESPOND...

If we don't hear from you we can only assume the worst.

Choose a FREE PLAYER'S GUIDE (regularly \$11.00) when you renew now!

- Star Fox 64 (#2867)
- GoldenEye 007 (#2868)
- Super Mario 64 (#2869)



### CHECK ONE:

- 36 ISSUES for \$49.95 (\$69.95 Cdn.) \$178-20 newsstand price—SAVE \$128-25!
- 24 ISSUES for \$36.95 (\$51.95 Cdn.) \$118-80 newsstand price—SAVE \$81-85!
- 12 ISSUES for \$19.95 (\$27.95 Cdn.) \$59-40 newsstand price—SAVE \$39-45!

Prices listed include all applicable taxes. Please see delivery information if you've recently renewed your subscription, or see storefront rates online. Please allow 4-6 weeks for delivery. Include this order form with your payment or credit card information in the enclosed reply envelope and mail to:

Nintendo Power®  
P.O. Box 1303  
Redondo, WA 98273-1713

Canadian residents: Please ADD \$10.00 to US rate for international postage (2001)

PLEASE PRINT LEGIBLY IN INK.

NR # \_\_\_\_\_

(Marked above your name on YOUR magazine address label)

|           |           |
|-----------|-----------|
| NAME      | LAST NAME |
| ADDRESS   | ADDRESS   |
| CITY      | STATE     |
| ZIP       | ZIP       |
| PHONE NO. | PHONE NO. |

I'M PAYING FOR THIS MEMBERSHIP BY (CHECK ONE)

- CHECK OR MONEY ORDER  VISA  MASTERCARD  
Please do not stamp. Please don't stamp your payment to the order form, and please do not send cash. Billing will hold up processing of orders.

|                |               |
|----------------|---------------|
| CARD NO. MONTH | CARD NO. YEAR |
| CARD NO. MONTH | CARD NO. YEAR |

CARDHOLDER'S SIGNATURE \_\_\_\_\_

CONFIDENTIAL



We can only make this offer once...



**RENEW THE FOCUS OF YOUR ATTENTION. RENEW TODAY!**

Only Nintendo Power magazine gives you the information you need to avoid being caught in the sights of an automatic weapon. Each month you'll learn secrets that will allow you to infiltrate heavily-guarded enemy installations. Every issue will reveal data that will help you destroy the weapons which threaten the security of the entire globe. Call today or use the attached order form, and you'll be rewarded with a FREE *Player's Guide* worth \$11! Just \$19.95 gets you all 12 monthly issues, PLUS all the extras only subscribers receive: the gigantic January Bonus Issue, Super Power Stickers to spray like confetti, and cool in-game stuff from the Super Power Supplies Catalog, and collectible character trading cards. **RENEW NOW! CALL TOLL FREE: 1-800-255-3700.**





*Two gridiron greats duke it out in our head-to-head review!*

**MADDEN**  
**64**

NINTENDO  
**K**  
SPORTS

**NFL**  
**INTERBACK**  
**QUICK**

*Hi-res graphics vs. ease of play. Sim mode vs. fantasy draft. Find out how these fab footballers performed in training camp and which one should be your top draft pick!*



The announcement of Diddy Kong Racing brought a whole new meaning to "racing." It's obvious that this "rally" is actually up to be one of the most exciting and most fun racing games ever. Tap along with the Power 'n' Chew as we take the team's newest power-up dishes to the track for a test drive.



## Diddy Kong Racing

pg. 29



If our camera was this blurry, we'd never want to get out of our seat! We give you the grandest view of the sidewalks, boys and secret vehicles in Michael's real rally presentation. Pull over and tap tips start on page 34, so stay yourself in and get ready to get the point to the next. This road is hot!

## San Francisco Rush

pg. 34

When it's time for a game of Duke Nukem in the NF offices, you'll hear the rally cry: Come get some! Now you can get the scoop on three of the most business staples in the game. Our step-by-step guide will help ensure that you don't end up as a trophy on some alien's wall. It isn't pretty—but it ain't meant to be!



## Duke Nukem

pg. 38

# CONTENTS

WELCOME TO THE WILD WORLD OF GAMES

### strategy

|                                |    |
|--------------------------------|----|
| NFL QB Club/Madden 64          | 10 |
| San Francisco Rush             | 34 |
| Clayfighter 63 1/3 Claytalties | 50 |
| Top Gear Rally                 | 51 |
| Duke Nukem                     | 58 |
| Kirby's Dream Land             | 72 |
| Donkey Kong Land III           | 84 |

### special features

|                 |    |
|-----------------|----|
| Konami Close-Up | 44 |
|-----------------|----|

### previews

|                   |    |
|-------------------|----|
| Diddy Kong Racing | 26 |
| Dual Heroes       | 66 |

### every issue

|                        |     |
|------------------------|-----|
| Player's Pulse         | 6   |
| Power Charts           | 8   |
| Classified Information | 40  |
| Counselors' Corner     | 78  |
| Player's Poll Contest  | 82  |
| Arena                  | 90  |
| Now Playing            | 92  |
| Pak Watch              | 98  |
| Next Issue             | 106 |
| Game List              | 106 |

# PLAYER'S PULSE

Letters regarding our 100th issue's list of the best 100 and worst 10 games have been flooding into our mailroom. What better month than November for you to tell us which games you're thankful for and which games you think are out-and-out turkeys?

## Heavy Hurling

Although Mr. Itoh had a good point stating that the Rumble Pak could seem heavy while playing RPGs since they take a long time to play, I still think he should make Rumble Pak compatibility for EarthBound 64. The Rumble Pak adds excitement to a game, and when I play Star Fox 64, I forget about the extra weight because I am so engrossed in the game. As long as you can keep the games enjoyable and exciting, you should make them compatible with the Rumble Pak because it will greatly improve the gaming experience.

**Douglas Kub**  
Via the Internet

## Games as Fluffy as a Wampa

At first, I was disappointed with the N64. The games (with the exception of Super Mario 64 and Star Wars: Shadows of the Empire) lacked depth. Every game had behind phenomenal graphics and killer sound. But where was the complexity? This disappointing trend reached its peak with the much-touted Star Fox 64. It took me, a gamer of moderate skill, 37

*Christopher Sapp* • *Waukegan, New Jersey*



minutes to beat the game. I was so annoyed that I almost sold my N64, but I am glad I didn't. I just got GoldenEye 007. It has graphics, sound AND a story line! Only Super Mario 64 can come close in game play. It builds on Doom in a way I thought could never be done. They say that it takes a while for game developers to "foam" a system to fully exploit its potential. I think the wait time is over. GoldenEye made quite a splash in my book, and, as you may have guessed, my book is rather hard to even find in

**James Armstrong**  
Via the Internet

It seems to me that you think great graphics make a great game. I enjoy the occasional Frogger. Star Wars: Shadows of the Empire was all graphical

*Art: Christie • Jeff, California*



fluff with a dash of story line thrown in. Music, graphics and a license don't make the game. Game play makes the game.

**Kyle Wade**  
*Bedford, IN*

If hunting down Boba Fett, piloting an X-Wing and racing the 3-toop Gang is fluff, then we're a wookiee's uncle (trust us, our nephews aren't that hairy). Indeed, game play is the most important part of a game, so why just make the "occasional Frogger" when developers can enhance its game play by incorporating the N64's revolutionary abilities? By fully exploiting the N64's

potential, developers strive to improve game play, not compromise it.

## Out of Africa

I'm a missionary's kid living in Nigeria, Africa. Where I live, near the equator, playing Nintendo games is perfect for boring rainy days. On sunny days, I can step outdoors and dream I'm on a safari with Donkey Kong and his pals. NP is a great way for me to stay updated on the latest news in the world of Nintendo. My only regret is that I don't own an N64 yet. When you think about editing out the reviews and letters for Super NES games, remember all of the little people who are living in the past. As they say in my place: "Ya so"~ keep up the good work!

**Jason Doshon**  
Via the Internet

## The Volume 100 Time Line

So, Nintendo has been around for 107 years? You forgot to change your calendars again! Shame on you!

**Philip Kotler**  
*Bradford, Ontario*

Trivia: no typo in Volume 100's time line on page 8! Nintendo actually did start in 1889. Before making video games, Nintendo began as a 19th century game company that specialized in making playing cards called hanafuda.

## The Top 100

I noticed two large problems with your top 100 in Volume 100. First, there were many N64 games near the top. Super Mario 64 is an incredible game, but so is Super Mario Bros. Plus, SMB had more of an influence on home gaming,



*Bill Deegan* • *Flintston, Michigan*

which, in my book, makes it the better game. How could you not put the bona fide great game—the game that paved the way for the entire gaming revolution, the game that created Nintendo's success—at the very top of your list?!

**Josh Matthews**  
Massington, WV

Pong was the first mega hit video game, but few would consider it to be the best video game of all time. In our book, "most influential" and "best" are two separate things



Paul Leitzman • Lakeland, Okla.



Prager Braxton • Oklawaha, Okla.



John Chaney • Cary, North Carolina

We are curious as to the game entries for the Top 100 Games of All Time. We are even more curious as to what prevented DMC, DMC 2 and DMC 3 from being included in the elite 10. We cannot argue the decision, but we are concerned about the stability of the delimiters. Let us pray for them.

**Joel Hochberg**  
The Raw Partnership  
Co. chairman, Management  
Committee

Stability, accessibility? Don't pray for us, pray for those damned voices in our heads!

I haven't always agreed with Nintendo Power, but Volume 100 brought a smile to my face. Your new rating system is very appealing because I always felt the old one never said much about the game. I especially loved the honesty in the issue! Your top 100 games weren't all Nintendo-made titles, and you even admitted that not all of the video games that have come out for your systems were good (I nominate Home Alone!). The list was very thorough and

included many small titles, although Mario Kart 64 was a little high up. All in all, issue 100 has reaffirmed my faith in NP! Issue 150, here we come!

**Joe Jerome**  
Via the Internet

We continue to support Mario Kart 64's high position (#4) in our top 100, because of the game's high replay value and four-player breakneck action. And we'll probably still be Power Sliding to our Karts' content come issue 150. By then, the upcoming Dudley King Racing (tkr) Hochberg will be glad to hear that will surely find a home near the top of the chart with the game's mix of Mario Kart 64's racing rivalry and Super Mario 64's adventure and exploration. By averaging SM 64 and MK 64's rankings, DNR could very well land in the number 2 or 3 spot in our top 100. Then again, Volume 150 is years away from DNR's November 24th release date, and who knows what new developments could happen in the meantime! (Maybe Home Alone will seem even more horrible!)



John Kirtland • Boca, Fla.

**NINTENDO** *Quality*  
**POWER**

Presented by

**Mr. Arkavous**

Editor in Chief  
**Scott Tidwell**

President of

**Shinichi Tsukagawa**

Executive Editor

**Caroline Swann**

Senior Writer and Art

**Scott Pinland**

Staff Writer

**James L. King**

**Terry Anderson**

**Paul Marston**

Editorial Assistant

**Jerry Barlow**

**Howard Hancock**

**Sharon Moore**

**Glenn Dawson**

**Phil Rogers**

**Kevin Tangstad**

Production Assistant

**Joel Epperson**

**Carole Garson**

**Angie Sawyer**

Production Coordinator

**Megumi Carlson**

**MacKenzie Decker**

**Angela Hartweg**

Advertising Assistant

**Angie Weigand**

Graphic Arts

**Alan Logan**

Design and Art

**Jim Gotschall**

**Tim Gowers**

**Mark Johnson**

**Carol Walker**

Advertising Sales

**Janette Brown**

**Van Hollander**

Graphic Design

**V. Jensen**

Graphic Art Director

**Yoshi Urano**

Production

**Akiyoshi Akiyoshi**

**Scott Douglas**

**Kyle Hunter**

**Clark Kucharski**

**Scotty Merry**

**Alvin Pappas**

**Ken Sorenson**

**Andrew Strang**

Graphic Design

**Griffith Advertising**

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

Graphic Design

The copyright © 1997  
Property of the NP  
WILLIAM BRADSHAW & CO.  
1000 North 1st Street, Suite 200  
Tampa, FL 33602-1000  
Phone: (813) 288-1000  
Fax: (813) 288-1001  
E-mail: nintendo@williambradshaw.com  
Internet: http://www.nintendo.com  
Nintendo Power is published  
quarterly. Single issues are  
\$4.99. Annual subscriptions are  
\$19.99. All rates include postage  
and handling charges. Payment  
in US dollars only. Payment  
methods: Visa, MasterCard,  
Discover, American Express,  
and check. Subscriptions  
outside the US add \$10.00  
per year. Subscriptions in  
Canada add \$15.00 per year.  
Subscriptions in Mexico add  
\$20.00 per year. Subscriptions  
in other countries add \$25.00  
per year. All rates are in US  
dollars. Payment should be  
made to William Bradshaw &  
Co., 1000 North 1st Street, Suite  
200, Tampa, FL 33602-1000.

# POWER CHARTS

GoldenEye tops the N64 charts a second time, but James Bond may soon have more to worry about than keeping the world safe and his tuxedo clean. This month, Diddy Kong stays blazing onto the scene, and the game will definitely give you a run for his money. Find out about more DKs for yourself in our preview on page 22.

NINTENDO 64 TOP 10



They say you only live twice. The same must also go for topping the Power Charts, because for the second month in a row, James Bond comes out on top.



| RANK | GAME                          | COMPANY  | LAST MONTH | WEEKS ON CHART |
|------|-------------------------------|----------|------------|----------------|
| 1    | GOLDENEYE 007                 | NINTENDO | 1          | 11             |
| 2    | STAR FOX 64                   | NINTENDO | 2          | 6              |
| 3    | MARIO KART 64                 | NINTENDO | 3          | 11             |
| 4    | SUPER MARIO 64                | NINTENDO | 4          | 14             |
| 5    | STAR WARS: DRAGONS OF THE SKY | NINTENDO | 6          | 14             |
| 6    | TURBO: DINOSAUR HUNTER        | ACCLAIM  | 5          | 14             |
| 7    | BLAST CORPS                   | NINTENDO | 7          | 6              |
| 8    | CRUIS'N USA                   | NINTENDO | 9          | 11             |
| 9    | KILLER INSTINCT GOLD          | NINTENDO | —          | 12             |
| 10   | TETRISPHERE                   | NINTENDO | —          | 1              |

SUPER NES TOP 10



In their anxious anticipation for EarthBound SA, RPG fans are redoubling their efforts covering the original. After months off the chart, the adventure lands in the number 4 spot.



| RANK | GAME  | COMPANY  | LAST MONTH | WEEKS ON CHART |
|------|---|----------|------------|----------------|
| 1    | THE LEGEND OF ZELDA: A LINK TO THE PAST             | NINTENDO | 1          | 69             |
| 2    | SUPER MARIO RPG                                     | NINTENDO | 3          | 19             |
| 3    | DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE! | NINTENDO | 2          | 13             |
| 4    | FINAL FANTASY IV                                    | SQUARE   | 4          | 35             |
| 5    | CHRONO TRIGGER                                      | SQUARE   | 5          | 28             |
| 6    | DONKEY KONG COUNTRY 2: DIKIEY KONG'S QUEST!         | NINTENDO | —          | 31             |
| 7    | DONKEY KONG COUNTRY                                 | NINTENDO | 7          | 37             |
| 8    | EARTHBOUND  | NINTENDO | —          | 27             |
| 9    | FINAL FANTASY IV                                    | SQUARE   | 9          | 60             |
| 10   | HARVEST MOON  | NATSUME  | 10         | 2              |

GAME BOY TOP 5



The Donkey Kong Land games have always been a strong contender on the charts, but no match for Link's Awakening. With DK1, 3 on the horizon, will the Kongz finally let Link back to dreamland?



| RANK | GAME                                  | COMPANY  | LAST MONTH | WEEKS ON CHART |
|------|---------------------------------------|----------|------------|----------------|
| 1    | THE LEGEND OF ZELDA: LINK'S AWAKENING | NINTENDO | 1          | 55             |
| 2    | DONKEY KONG LAND 2                    | NINTENDO | 2          | 15             |
| 3    | SUPER MARIO LAND 2: A GOLDEN COIN     | NINTENDO | 4          | 60             |
| 4    | TETRIS                                | NINTENDO | —          | 60             |
| 5    | METRO DUEL: RETURN OF SAMUS           | NINTENDO | —          | 77             |

- ZELDA 64 (N64)
- NINTENDO 64 DISK DRIVE
- GOLDENEYE 007 (N64)
- YOSHIS STORY (N64)
- STAR FOX 64 (N64)
- SUPER MARIO RPG 2 (N64)
- EARTHBOUND 64 (N64)
- BAKU-ZAZDOIE (N64)
- MORAL KAMAJI MYTHOLOGIES: SUB ZERO (N64)
- KL TURBO 2 (N64)



# MOST WANTED

# LETTERS, CONTINUED...

## If You Can't Say Something Nice...

I have a few comments about your "10 Worst Games of All-Time." I think you were out of line publicly bashing these games and programmers. About Shao-Fu, you wrote: "It is not humbly possible to come up with a worse idea than this." Why don't you call them all stupid morons who have no idea what they're doing next time? As a struggling programmer myself, I know all too well the frustrations of video game programming. And considering I've never seen a game made by the folks at Nintendo Power, and considering I doubt that these companies publicly bash you people, I think it was totally inappropriate. If you don't like a game, fine, but for heaven's sake, have the decency to keep rude comments to yourselves.

### Narc Hansen Via the Internet

Considering that we're a video game magazine and not *Better Homes & Gardens*, it doesn't seem out of line for us to be critical of video games. As a gaming mag, we set forth our opinions on games to give readers an idea of what they may or may not want to play. We're not pretending that we could make a better game, and we're not saying that the programmers are morons. But just because programmers don't have a license to publicly bash gaming mags, it doesn't mean that it's unfair for us to editorialize. Should *Ripper Edge* stop crawling mazes just because *Puffy Sheen* doesn't have a chance for the remaining skills for a rebuff? Being that you're a struggling programmer, our list should at least help you learn from the mistakes of other programmers. Now please excuse us as we get back to putting the finishing touches on

## The Great One

Sure, it would be as cool as ice to have a milful of NHL action in your living room, but where would you park the Zamboni? Derrick Lam, the Grand Prize winner of our Volante 93 Player's Poll Contest, luckily had enough room to at least fit "The Great One" and other digitized hockey games in his home. The eleven-year-old from Olathe, Kansas won his very own Wayne Gretzky's 3-D Hockey arcade game along with an NES, a Gateway GamePak, three extra Controllers and four Memory Paks. That's more ice action than you can shake a hockey stick at, but we're sure Derrick's not complaining!



Watch out, Gretzky, the puck stops here! Derrick Lam heats up the ice with his Wayne Gretzky's 3-D Hockey arcade game.

our fighting game masterpiece, *Killer Elite Golf: Shore-Fu*.

### Dohl

Like programmers, we make mistakes, too. In *Volume 100's* Top 100 Best Games of All Time, we ran *Mega Man X3's* description instead of *Godikus's* description for number 76, and in *Volume 101* we featured the wrong picture for *Morlane Medusa's* entry. Augh! Here's what we want to show:



The only *Godikus* game for the Super NES brought the sports-shooter action from the NES intact and in 256 vibrant colors. The amount of quality that programmers used to create into a mere four megabits of game memory truly boggles the mind.



Morlane Medusa Screenshots & High Score! San Jose, California

## WRITE AWAY RIGHT AWAY!

The season to be jolly (Ja-la-la-la-la-la-la-la-la) is just around the corner. What game is making your list? What are the naughty folks getting? You'd better not shout and you'd better not cry or else you might just get a Lamp of Coal!

\*Not a real product. Offer not valid (it's up to Santa, anyway).

NINTENDO POWER PLAYER'S PULSE  
P.O. BOX 97033  
REDMOND, WA 98073-9733  
E-mail: ncppulse@nintendo.com

## PHONE DIRECTORY

### NINTENDO POWER SUBSCRIPTIONS, SYSTEM SET-UP AND REPAIR

1-800-255-3700

1-800-422-4251 TDD

8 a.m. - 8 p.m. Pacific time  
Monday-Saturday  
9 a.m. - 7 p.m. Sunday  
Friends and family sending  
subscriptions are welcome.

### TALK TO A GAME COUNSELOR

1-900-288-0707

US \$1.00 per minute

1-900-451-4400

Canada \$2.00 per minute

(1-425-683-9754 TDD)

8 a.m. - 8 p.m. Pacific time  
Monday-Saturday  
8 a.m. - 7 p.m. Sunday  
Callers under 18 need to obtain  
parental permission to call.

### POWER LINE 1-425-885-7529 Prerecorded Game Tips and Future Product Information

News about recent releases and upcoming games for all Nintendo systems. Call for help on *GoldenEye 007*, *Star Fox 64*, *Naruto*, *War Gods*, *Super Mario 64*, *Elite*, *Conan*, *Bank*, *Quake*, *Home*, *Quake II*, *Killer Instinct Gold*, *Star Wars*, *Shadows of the Empire*, *Pier Wiggins 64* and *Master of Magic* Trilogy for the Nintendo 64. Shows also help the new Super Mario owners on the Super NES and NES, *Emulator King* and *DOL-2* for the Game Boy, only *Dolph* game, *Onkyo King Country 1, 2, and 3*, *Rescue Mission*, *Levi's Wings 2*, *Earthbound*, *Ultimate of Guu*, *Luigi's Super Mario*, *Systech*, *Excitement*, *Shoan*, *Biggie*, *Final Fantasy III*, *Super Mario RPG*, *Dragon of Fire 64*, *Wolf*, *Killer Instinct*, *Street Fighter Alpha 3*, *Marvel Super Hero*, *Marvel Super Hero 64* and *Ultimate Baseball 3*. This call can be long and slow, so be sure to get permission from someone who plays the phone bill before you call.

### NINTENDO POWER SOURCE

www.nintendo.com

E-mail: nintendo@nintendo.com

# POWER CALL

# NFL QUARTERBACK CLUB 98



With the addition of two newly unveiled grid-iron games—NFL Quarterback Club '98 from Accel-In and Madden Football '98 from EA GAMES—the No. 4 list has been swollen out to the No. 11. We'll have a detailed feature on each game in our next issue.

From dazzling graphics to heavy last-second effort, coaching and playing for real. As the NFL Quarterback Club, the most realistic and experienced of the NFL. The NFL Quarterback Club means that players appear to think and act like real players.

EA GAMES  
ACCEL-IN  
EA GAMES

## Instant replay

As a Club, instant replay features is one of the world's of the NFL, an impressive and true graphic element in GoldenEye. Not only do you have perfect control of viewing angle, distance and frame speed, the graphics remain crystal clear. Expert gamers to take extra time, because you'll want to review every play. Not only is it beautiful, it's useful. You can see exactly what you're right or wrong on a play.



With clear cutbacks, focusing, pivot and blocking power, you're in the action. It's easy to get the big picture.



You'll see each play focused or back, with one frame of a time or a faster view, stopping at any point.



# IS THE GAME MADDEN 64

When EA Sports announced that Madden 64 would go head-to-head with Activision's NFL Quarterback Club '98 this fall, we thought they were joking. We know QB Club was going to be a major video game achievement, but EA hadn't even mentioned their game. As it turns out, Madden 64 has the edge. It's a more realistic game, with realistic stats and realistic play. And neither game has any glaring flaws. Both support four players, the Rumble Pak and Controller Pak. And they're both fun. Now let's take it to the field.



# MADDEN 64



Madden 64's screen shows the play in real time, but it's easy to see the number of the active ball carrier.



The jerseys of the active ball carrier in Madden 64 come in six to seven colors. Although not three, this is an improvement over Madden 63.

Both games feature an excellent ball control system. In the Madden 64 version, when you're in the game, you can't compare to the real game in QB Club. The Madden 64 version is a great game, but the Madden 64 version is a great game. In Madden 64, you can't compare to the real game in QB Club. The Madden 64 version is a great game, but the Madden 64 version is a great game.

Instant replay

# Power Picks

Scott Peckard

Both games are fun, no question about it. But for my money, QB Club is the winner. The graphics are amazing and play control is a little bit more realistic. Also, I don't feel as if calling a running play is always risky. I miss the intelligent way that Madden's plays are laid out, though. Finally, I think having the NFL license is a big plus.



One of the highlights of the NFL license is that QB Club has real-time drafting, even a real championship. In NFL Play mode, you'll find some, teamwork, physics and precision action, all of which can be saved on a Controller card, so you can take it with you to a friend's house along with any special saved teams you may have created. Other modes include quick play and simulations. The main mode gives QB Club extra replay potential since you have dozens of tough scenarios. For instance, you can replay the final quarter of last year's Super Bowl as the Patriots.

graphics

## hi-res heaven



Not only is QB Club the best-looking NFL football game, it's the best-looking video sports game ever. It was designed from the ground up as an NFL game, and it shows in the clarity of squares, the sharpness of letters and the fluidity of the animation. The hi-res graphics mode delivers extra lines of resolution and there is no hit in frame rate speed. As for other graphic features, most option screens are clear but crowded and navigating them can be tricky at first.

## super bowl or bust



The Tournament mode is like setting up a playoff ladder with 4, 8 or 16 teams—great for multiple players. The Season mode is just what it says, a complete NFL season. You can play as many or as few games as you want and let the computer simulate the remaining games. The Playoff mode is a tournament that leads to the Super Bowl; the most impartial non-playing mode is the Strategic Roster option. Here you can trade and create players, create teams, draft fantasy teams, set a salary cap and pick up free agents. If you can do it in the NFL, you can do it here.





## the best Madden



For all the praise that is heaped upon QB Club's graphics, it should be recognized that Madden 64 is no slouch in the look department. The animation is realistic and its character look good, especially close up. Plays are clearly diagrammed and off-field (with appropriate, detailed notation). No other Madden can touch it.




## Madden's many modes



The list of gaming options for Madden 64 is at least as

extensive as that of QB Club. Exhibition and season modes are pretty basic options. You can also search data on a Controller Pak and choose which games to play. You can even set up custom division alignments.



graphics

## Power Picks

Paul Shirets

This is difficult, but Madden's play book made the decision for me. The graphics may be less detailed than QB Club's, but it seems that the animation is more realistic. Also, you can dive way into the game by setting up plays and personnel. My only regret is that running plays are so useless. Where did all that great design go!



With the season mode, you have options that include trading, signing, and creating new players. If the fantasy draft, you can create a team composed of the best NFLPA players. (Madden 64 has the players, it just doesn't have the NFL logo.) Tournament mode allows you to hold battles of 8 or 16 teams. You also have a ton of options including leagues, blitz mode, salary caps and trading deadlines. Although there's no cut mode, you can play with historical teams and All Madden teams.



# Power Picks

Dan Cooney

It's a shame that both games are so good and it's almost impossible to make a recommendation. But if I bought one of them, it would be NFL Quarterback Club. It has the best graphics and the spin moves on the controller is an awesome idea. While Madden's graphics aren't as good as QB Club's, they were still nice and the game is easy to pick up and play.



## draft day

Drafting players takes you to the very heart of running a football team. It isn't easy, even with all the players slots piling up on the screen to help you choose. But if you decide to take the time to build your own squad, the reward is that you can see the team on a Controller. Pick and take it on the road to play against other owners. You need to select a full roster of 45 players, but

you don't have to do it all yourself. After filling vital slots with your dream players, you can let the CPU pick your backup players.



player relations

## movie' and slider'

One of QB Club's biggest innovations is that players can control special moves with the analog Control Stick. To do the trick is spin your player. Push the stick both ways, and the player runs at full speed, against virtually special moves such as lateral, air, punt, and slide. You can view these on the John Madden Football Web Controller emulators. Discover special moves inside the WebKit movie and how they work. Press entering to view how to push a button to hold in the ball.

## building a winner

NFL Quarterback Club '98 has plenty of customization options to keep Richard fans busy. You can play the part of the tycoon by putting together your own NFL team. You can even play the part of far more powerful forces and create entirely new players. If you begin modestly by building a team, you get to choose a name, team colors, home stadium (choose an NFL stadium), play books based on any NFL team, and team abbreviation. To create a player, you enter his name, position, number, size and other bio data, then go on to the skill menu. Here, at eight categories,



you have to distribute 100 skill points. The higher you rank up your player's ability, the more built cost you in salary. You can create an awesome player, but will you be able to pay him what it takes to get him on the field? That's the trick.

## Madden's moves

Madden uses the quick-and-easy one-button method for choosing moves. It may not sound like a lot of options, but it's easy for novices and experts alike. Madden's a simulation, so the most realistic of any setup for either game. Special moves include spins, hurdles, laterals, extra speed and dives on offense. Defense has the swim move (for fighting through blockers) and a great power tackle move. Pass catching is automatic if the throw is on the money.



## Roster moves

As GM for your chosen team, you have complete control over the squad. You can trade players, sign free agents, release players to free up roster spots and transfer your lineup, moving backup players into their own positions. All these player moves allow you to put together a contending



## make a super star

Madden 64's create-a-player ballplayer option is similar to the one in QB Club. After choosing the basics such as your player's name, position, height and weight, you set his ability in five key categories for his position (you have a limited number of points to give your creation) and as you increase his attributes, you'll also increase his salary.



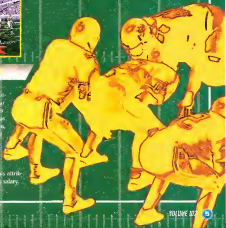
## Power Picks

Henry Storch

The graphics in QB Club are stunning—3-D soft-skinned characters moving in 640 x 480 lines made at 30 frames/second. The analog sensitivity in the play control and the special moves controlled by the Control Stick are also impressive innovations. Madden 64 is definitely the best Madden, but it's not quite at the same level as QB Club.



player relations



# Power Picks

Terry Mooney

I vote for QB Club in a big way. There are a lot of reasons. The graphics, the NFL license, the options, I feel like I can do more with QB Club than Madden. I'm ready for a new football game and this is the one. Madden is basically a tweaked repeat of earlier Madden in a 3-D format. And no official logos, what's up with that!



quarterback profiles

## QB CLUB PROFILES

**WILKINS**  
**BRETT FAVRE**  
85

HEIGHT: 6'2"  
WEIGHT: 222  
BORN: 10/10/1969  
COLLEGE: NORTHERN MISSISSIPPI  
DRAFTED: 2ND ROUND IN 1991 - ATLANTA

BRETT FAVRE STARTED HIS FRESHMAN YEAR IN COLLEGE AS THE 27TH STRONG QUARTERBACK ON THE TEAM. BY THE 3RD GAME OF HIS

Twenty of the top quarterbacks in the NFL are featured in the QB Club Profile section. Each player has an extensive written profile that includes early achievements, collegiate history and the highlights of his professional career.

The information is really just an extra added bonus since it won't help you win the game. There is no QB Challenge in previous versions of QB Club for the Super NES. The only challenge now is on the field.



## replay history



The simulation mode turns back the clock, putting you in the thick of things with limited time and a difficult situation to overcome. The first win takes you back to last year's Super Bowl '91 after New



England moved in the third quarter. On the following kick-off, Green Bay's legendary Howard took the ball on his own one yard line and raked 99 yards for the touchdowns. The Patriots never recovered. Now, it's your chance. If you stop Howard, you may continue New England's momentum. If you play as Green Bay, will you be able to stay ahead? You can choose from any of 50 sims. You can even set up your own desperate situations in the custom sim mode.

## option play



QB Club's game options include the basics such as timeouts, substitutions, injuries and game staffs, plus several other valuable settings and options. The Campaign View option lets you pick one of the preset camera angles. You can also create your own custom camera position that puts you anywhere on the field or in the air surrounding the field. You'll also be able to choose from three difficulty levels, set audible plays, select frequency of penalties, adjust audio and video settings, switch an special animations and change your controller configuration. The last option is particularly nice as a reference for moves when you begin playing the game.



customized



**Draft Day**



**Leagues**

Each day in Madden's league with the selection of team every player will be selected teams will be able to join in any combination of Fantasy Football League. Each year, there's a new season, and the draft begins. You'll choose players for your job, whether there's no setting an individual rank for each player, or for leagues, you can order all players back by the quality of their stats. If you're already choosing teams, you'll select a team captain or coach, you can also choose how long league games play long.



Each day, you'll play the game Madden 04 that you can't find a one-on-one setting. You'll be able to play the game with your friends, or you can play with other players. You'll be able to play the game with your friends, or you can play with other players. You'll be able to play the game with your friends, or you can play with other players.

**Stadiums**

**MADDEN'S keys to victory**

**FOOTBALL**

- QB WINTERS HAS HEAVY DRIFT TO THAT LINE, THEY NEED TO RUN SECOND RUN.
- QB NEWSOME MUST CERTAIN A WIFE TODAY FOR A QUICK RAY.

**BASEBALL**

- OF JAMES STUBBLEY HAVE A PRIMA A SCORING BY THE MIDDLE.
- OF N. G. FORD SCRAMBLES TO THE LEFT TOOME RE-WALL FACE SWIMMED GUESTS.

When John Madden talks about football, people tend to listen. The veteran color commentator also ranked as one of the top NFL coaches during his stint with the Raiders. You can pick up Madden's tips from his take to the game, presenting you with the top two crucial points about each to be positive attention, the end weakness that you can exploit. For instance, he may point out that a certain team has a weak offense, like that could be the QB vulnerable. If you take that information and call for it during you could score multiple touchdowns. Madden also makes comments during the game.

**madden speaks**

**Power Picks**

rich wass

I think Madden is a little bit better game on the whole. Obviously Quarterback Club looks great, but even here I think Madden has at least one edge. The animation in Madden is more fluid, less sharp and jerky. And I think Madden's more fun to play. It's also by far the best Madden football game you can get. This one must have game.





## extreme ball

Depending on the mode of play and the stadium where the game is being held, you may be subjected to the forces of mother nature. The seven settings in QB Club include Auto, Rain, Hot, Cold, Fog, Snow and Windy. You can select just one of the elements, though, so you won't wind up having a wacky hurricane. Auto sets the weather function to a random but appropriate setting if you're playing outside. You won't end up in a blizzard in Miami, for instance. Once you begin play, you'll see the weather conditions on the field and a little flag indicating wind direction and speed in the lower right corner. Wind effects passing and kicking/walks rate and snow effects speed and agility. Heat and cold don't seem to have much effect on the game.

weather



Rain slows down players and makes passing props harder to complete.



Fog makes everything a bit tougher. Passes are harder to catch and you don't run as fast.



Wind affects the kicking game and passes, especially long kicks and passes.



You can select the type of weather in the previous and following modes.

## Power Picks

Paul Rish

Madden 64 is my choice, mainly because the play control is better. It's easier to decipher the plays, and the blocking schemes are better in Madden. QB Club looks better, and the pass plays are more realistic. I got tired of the announcers on both games. I liked the historical and All-Madden teams, but I also liked the scenario set up in QB Club.



stadiums



Real teams in real stadiums—that's what the NFL license will get you. QB Club boasts all NFL stadiums, from the aging Marquette of Chicago's Soldier Field to the indoor playgrounds like the RCA Dome in Indianapolis. The view is limited to field level, though. Obviously, the biggest difference will be whether indoor domes don't have it. Outdoor stadiums have only the type of weather that you might expect in that region.







The game's dynamic lighting system is a highlight of Madden 64's graphics. (Clockwise from top left)



Stadiums are a great feature in the game. (Clockwise from top left)



Stadiums are a great feature in the game. (Clockwise from top left)



Stadiums are a great feature in the game. (Clockwise from top left)



## LET IT SHOW

One of the most noticeable changes introduced by Madden 64 is the way it handles the weather. In previous editions, weather conditions (the Weatherman from *ESPN*) didn't get incorporated into the game. They did a couple of years ago, but it wasn't until this year that the game's dynamic lighting system could incorporate weather. The result is that all the action and game events, ranging from the 50th play of the season to the victory parade, are highlighted in the game. The sun, the wind, the clouds, they're all there and they're all yours to play with. The game is so realistic that you can even play in the rain. It's a great feature, and it's a great way to play. The game is so realistic that you can even play in the rain. It's a great feature, and it's a great way to play. The game is so realistic that you can even play in the rain. It's a great feature, and it's a great way to play.

weather



There are a lot of options when it comes to the graphics. Although the competition, the home audience of each team look very different and detailed. The view in *Madden 64* Club is always right in with the way that you never get a ready-made look at the stadium.



in *Madden 64*, the field can only be seen from the perspective of the stadium, and it's not as impressive. For getting the whole *Madden 64* look it has.

## Stadiums

## Power Picks

Chris Anderson

When it comes down to it, I'd have to say my choice goes with QB Club. Madden's custom seasons and all the historical teams give players a lot of depth. Try pitting the 85 Chicago team against the All-Madden team for a real hard-nosed match. But QB Club's graphics, the simulation option, the instant replay and the huge play book are the clinchers.



offense formations



The **NO SCREEN** formation is a classic, well-known formation. It's a simple, effective way to set up your offense. Look to the center for more game-winning plays designed EP for Deep.



**DOUBLE TE** With a TE and an OL on either side of the line, these formations are great for blocking for running or passing plays. Just make sure you have two "back" OLs on your team.



**FAKE RCV** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



The coming back and comeback formations are a classic, well-known formation. It's a simple, effective way to set up your offense. Look to the center for more game-winning plays designed EP for Deep.



**OVERBACK** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**POWER** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



The **Quick Hook** is a classic formation. It's a simple, effective way to set up your offense. Look to the center for more game-winning plays designed EP for Deep.



**PIVOT** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**PRO SET** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



The **No Blash** is a classic formation. It's a simple, effective way to set up your offense. Look to the center for more game-winning plays designed EP for Deep.



**SHOOTER** The OL sets up, usually steps behind center and a few back blocks or hedges to the wide receiver. Although primarily a passing formation, you can also run from the Shotgun using Full Back and six other plays.



**DEEP OUTS** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



A fullback and wing back or halfback define the **Wide Run** formation. Blocking patterns such as Sweeps give you the opportunity to catch the ball and keep running by the un-leveled catch on this one.



**SPLIT** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**SB CROSS** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



A fullback and wing back or halfback define the **Wide Run** formation. Blocking patterns such as Sweeps give you the opportunity to catch the ball and keep running by the un-leveled catch on this one.



**WING T** Like an eight pass, these two sets give you all the possibilities for read and wide field goal attempts and Passes. You can block, take and run or take and pass on either PG or Post.



**STREAKS** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



defense formations



**THREE DOWN LINE AND FOUR DEFENDERS** This formation is a classic, well-known formation. It's a simple, effective way to set up your defense. Look to the center for more game-winning plays designed EP for Deep.



**BUMP N RUN** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**CB BLTZ 2** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**MAN DEEP** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**LAKEVIEW** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**MLB PRESS** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**COMFUSION** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**STRONG DOG** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**GET RUSH** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**SOUL LINE** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**OP PREVENT** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.



**FULL BLOCK** This formation has a lot of pass plays looking for the WRs and OLs. The OLs are in a wide stance so you can throw over the back of the OLs to reach the receiver.

## offense formations

## defense formations



**10 STACK** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**11 PROGRESSIVE** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**10 SIDE BY** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**10 BUCK** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**10 QUICK** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**10 SPECIAL** This is a classic offense that has been used for decades. It's a simple offense that is easy to learn and execute. The quarterback is in the center, the running back is behind him, and the three wide receivers are lined up on the line of scrimmage. The defensive line is also shown.



**3-4** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has three defensive ends and two defensive tackles, and the secondary has three linebackers and two safeties.



**4-3** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has four defensive ends and one defensive tackle, and the secondary has three linebackers and two safeties.



**4-2-4** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has four defensive ends and one defensive tackle, and the secondary has two linebackers and four safeties.



**4-3-3** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has four defensive ends and one defensive tackle, and the secondary has three linebackers and three safeties.



**4-2-2** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has four defensive ends and one defensive tackle, and the secondary has two linebackers and four safeties.



**4-1-4** This is a classic defense that has been used for decades. It's a simple defense that is easy to learn and execute. The defensive line has four defensive ends and one defensive tackle, and the secondary has one linebacker and four safeties.

playing by the book

PLAYBOOK

## The Irresistible Force

We compared the stats for the top NFLPA players in both Madden 64 and Q8 Club '08 to create the best picks for your team. You may not be able to draft all of these all-stars since other teams will be looking to pick them up, also. And if you're playing with the salary cap activated, well, you can forget about signing them all, but don't despair. You can trade for players you did not draft and you can turn off the salary cap.

**QB**—Brunch, JAX

**LT**—Whitfield, ATL

**LB**—Roberts, NYJ/NY

**C**—Everitt, PHI

**RC**—Allen, DAL

**RT**—Davis, ATL

**RB**—Sanders, DET

**FB**—Centers, ARZ/Phoenix

**WR**—Rice, SF

**TE**—Coats, NE

**K**—Carney, SD

**P**—Feagles, ARZ/Phoenix

Since Madden 64 doesn't have the NFL license, we've listed both the NFL team name and the Madden city name when they differ. As for the criteria of picking our hottest offensive players, we looked at overall player ratings in Madden and the individual attribute ratings in Q8 Club to determine the best players. All rankings are based on 1996 personal season stats.



**draft, trade or steal**

## The Immovable Object

The top defensive players as rated in both games will complete your fantasy 22. Defensive players in Q8 Club are rated on the following attributes: speed, strength, hands, agility, endurance, discipline, and awareness. In Madden 64, players are ranked in 15 separate categories, but they're also given an overall rating. We used the overall ratings, but you might place a higher value on a particular category, such as speed or agility.

**LB**—Thomas, MIA

**MLB**—Nickerson, TB/Tampa

**DLB**—Thomas, KC

**NT**—Bryant, SF

**DLE**—White, GB

**DRE**—Sapp, TB/Tampa

**DLT**—Fuller, SD

**DRT**—Stubblefield, SF

**CB**—Sanders, DAL

**CB**—Green, WAS

**S**—Atwater, DEN

**S**—Lake, PIT

Even if you don't pick up all of these all-stars, picking up a few key players will give you a powerful nucleus for a winning team. Also keep in mind that players who rank close to the top will also give you good value. In some cases, more than one player has a top ranking, although we've only listed one. If you're drafting with the salary cap activated, look for good deals. For instance, not only is Mark Brunell a top-rated QB, his salary is under a million.



## the top teams

We've listed the top offensive and defensive teams based on the ratings in each game, but we didn't include the top combination teams because no combination is perfect. If you look at the positions of the top teams, though, you can see that Dallas and Green Bay are the top two balanced teams. Playing with either Dallas or Green Bay usually gives you an edge.



Although we didn't list any of the specialty teams, you'll find that they may also rank extremely high. In Madden 64, the All-Madden team has an overall rating of 100. You'll also find dozens of the best teams from history like the Green Bay championship team of 1966 or Chicago in 1985. Quarterback Club also includes 90 top teams from the past. QB Club ratings aren't as easy to read since they appear as bars on a meter rather than numbers.



## offensive team rankings

- |                        |                        |
|------------------------|------------------------|
| 1. Dallas              | 19. Philadelphia       |
| 2. San Francisco       | 17. Seattle            |
| 3. Oakland             | 14. Baltimore          |
| 4. Green Bay           | 13. New York Jets/NY   |
| 5. New England/Peyton  | 20. Arizona/Peyton     |
| 6. Denver              | 21. Buffalo            |
| 7. Detroit             | 22. Tennessee/Haskelle |
| 8. Pittsburgh          | 23. St. Louis          |
| 9. Minn./Minn.         | 24. San Diego          |
| 10. Washington         | 25. Tampa Bay/Tampa    |
| 11. Cincinnati         | 26. Indianapolis       |
| 12. Jacksonville       | 27. Atlanta            |
| 13. Kansas City        | 28. Chicago            |
| 14. Carolina/Charlotte | 29. New York Giants/NY |
| 15. Miami              | 30. New Orleans        |

## defensive team rankings

- |                        |                        |
|------------------------|------------------------|
| 1. Detroit             | 16. New England/Peyton |
| 2. Dallas              | 11. Kansas City        |
| 3. Pittsburgh          | 14. Denver             |
| 4. Green Bay           | 18. Washington         |
| 5. Miami               | 20. New York Jets/NY   |
| 6. Cincinnati          | 21. Indianapolis       |
| 7. Oakland             | 22. Atlanta            |
| 8. Buffalo             | 23. New York Giants/NY |
| 9. San Francisco       | 24. San Diego          |
| 10. Carolina/Charlotte | 25. Chicago            |
| 11. Minn./Minn.        | 26. Arizona/Peyton     |
| 12. Tennessee/Haskelle | 27. Philadelphia       |
| 13. Seattle            | 28. Jacksonville       |
| 14. St. Louis          | 29. New Orleans        |
| 15. Tampa Bay/Tampa    | 30. Baltimore          |



## What is in this game?



When Matt Favre started college at Southern Mississippi, he was the seventh string quarterback. Soon after leading the Green Bay Packers to the Super Bowl championship, Favre is arguably the best of the best. Who better to collaborate with the developers of QB Club at Ignace Entertainment? Favre may not have written any code, but he did supply special plays for the game, which we have obtained thanks to Acclaim. The plays drawn

called for by the Super Bowl MVP are just a sample of Favre's input. Through the course of development, Favre kept in touch with Ignace, consulting on the vast number of plays included in QB Club, which number over 500.



Matt Favre, "When you look at the graphics it looks like the real thing. It's very cool stuff. It gets the players in the game, it's really accurate on the field."

# Favre's favorite plays

At his first quarterback club meeting, Matt Favre's first request: with the coach's blessing from Acclaim and Ignace Entertainment to review progress on the game and start about to pitch. He also has on several plays that were actually in the game with some modifications. Below are Favre's plays-and the final form of the play in QB Club.



## party on the n64

multiplayer

Both Madden 64 and NFL QB Club '98 support multiplayer modes in which up to four players can plug into the N64 and join in the action. Players can choose either team, so you could have one-on-one, two-on-two, two-on-two, or one-on-three. In fact, you can all choose the same team and play against the computer if you want. There are no significant differences between the two games when it comes to multiplayer matches. The most important strategy is to coordinate with your teammate or mates; if they ignore set blocking schemes, you won't get very far.



## which game is right for you?

My, oh my. What to buy? In the end, buying any video game is a personal choice. If a game appeals to you and if you enjoy playing it, who cares what the experts say, that's the game for you. As for NFL Quarterback Club '98 and Madden 64, you've seen the arguments for both games. Our pro evaluators split five to three in favor of QB Club, but more than anything that just shows that both of these games are fun. We all agree that QB Club's graphics are superior on the whole and that the Madden 64 play-calling system is probably superior. QB Club has the NFL license, scenarios and more options. Madden 64 has a better ratings system and a easier to learn. So what's the bottom line? People will be arguing over these two games for the next year. No matter which one you get, it will be your favorite. Our advice is not to sweat it. With choices like this, you just can't go wrong.

the bottom line



A HOLIDAY GETAWAY WITH

# DIDDY KONG RACING

You've saved a princess, kicked  
the tail of a T-Rex, freed the Lytix

System from a tyrannical ape and foiled an evil plot to zap the  
world with the GoldenEye satellite. Don't you think it's time you get  
a break? Diddy Kong Racing from Rare is the perfect N64 holiday  
Pak-age for up to four weary adventurers.

## CRUISE TO ADVENTURE

Once you set sail in the adventure mode of DKR, you'll find that it's a lot like Super Mario 64. The biggest difference is that instead of each stage being filled with koopa stomping action, each stage is filled with racing action in which you cruise in a car, a plane, or a hovercraft. Instead of using Stars to unlock a new stage, you'll need a certain number of Gold Balloons. For instance, if you have ten balloons, you can enter any door bearing the number ten.

Each world has a "lobby" area from which you enter the four, seven race tracks.

Worlds also have boss areas, locked bonus areas, Silver Coin Challenges and trophy races, which are full seasons of racing on the four tracks. You'll need to complete all the races to earn the Amulet Pieces and reach the ultimate challenge.

You gain the trophy challenge to score goal to by placing among the top finishers in each race.



Surprises can be found all over the island as well as in each of the race track areas.



NINTENDO POWER



## AN ISLAND PARADISE

The island is a magical place, full of surprises and challenges to delight travelers of all ages and giving persuasions. Besides the many adventure races, you'll face challenges from Taj, the magical blue elephant who hangs out in the center of the island. Taj helps you out, too. He can switch your vehicle to make exploring the island paradise more fun. You're welcome to go everywhere and do anything—cruise through the tunnels, chase frogs, or splash around in the ocean surf. Although the first world, Dino Domain, is easy to reach, you'll have to explore every nook and cranny to find the other three worlds, Snowflake Mountain, Sherbet Island and Dragon Forest.



The Wispig has sealed the island's race tracks. Only a true champion can open them all.



## THE DARK CLOUD

Once you arrive at the island, you'll learn that not all is perfect in paradise. But don't worry. The magic just makes the adventure that much more fun. It seems that the mighty Wispig has sealed off the island's world-famous race tracks and the only way to break the spell is with Taj's Gold Balloons. If you want to be the hero of the island, you'll have to win the balloons needed to open the race tracks. Eventually, you'll face the Wispig himself. For those who want less stress in their holiday, they can forget about the Wispig and his evil designs and simply race against up to three other holiday-goers in a variety of vehicles. Set your own pace—that is, as long as it's a fast one.



In the lobby, you can see all the race track doors. If you have enough Gold Balloons, just drive up to the door and get set to race.



What does this mysterious sign do? Only the best racers will ever uncover its secret.



To reach the locked area, you'll need a key, which hides in one of the tracks that

# BY LAND, AIR AND SEA

Getting around on your Diddy Kong Racing holiday will be the least of your problems. Some courses are best suited for cars, while others were designed for planes or hovercraft. During your adventure, you'll use the type of craft that has been preselected for each track. After you complete every challenge on a track, you can return and race with any other available vehicle. Terrain on a track sometimes limits your choice. On a water course, you'll never have the car as an option, but you might have both the hovercraft and airplane. Multiplayer races have the same terrain limitations. In the central area of the Timber's Island, you can use any vehicle to explore every inch.



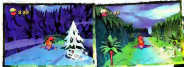
Zipper's speed vehicles along with a boost of power if you fly or drive over or through them.



Cars can slide around corners to maintain their top speed.



Hovercraft can hop a short distance to clear obstacles such as logs in the water or to take a shortcut across sandbars.



Timber's Island has three major areas linked by tunnels and valleys. You can fly from Timber's mansion, through the snow valley, down the river and on out to the beach.



Each vehicle has unique handling attributes. In the planes, you can fly a tight loop.



AMTENDO POWER

# FOREIGN DRIVERS

You're not the only one who wants to save the island from the Wario. Eight enthusiastic characters vie for the distinction of winning each race. You'll choose one to use for your driver and the others will race against you. If you wish, you can choose a different driver for every race. The game saves the progress of your adventure in one of three memory slots.

## KRUNCH



"K. Roels!  
Wizpig  
stinks!"

## CONKER



"Ah, nuts. I was  
supposed to star  
in Rera's first  
game."

## TIPTUP



"Slow and  
steady won't  
win many races  
around here."

## FOUR'S COMPANY

Racing in the adventure mode of DKR is a great challenge, but it's not the only excitement in store for you during your holiday excursion. If you plug in a few more controllers, you can race with two, three or four friends. Any track that has been visited during the adventure mode will be accessible to multiplayer races. You can choose any available vehicle and driver, then do your best to be in the front at the end of these gnawing laps. You can also choose multiplayer trophy race tournaments and Capture-the-Egg races. Even in four-player mode, with the TV screen quartered, the graphics look excellent.



Even in two-player, or multi-player mode, you can choose any available vehicle.

## T. T.



"The greatest  
challenge is to set  
the fastest time."

## TAJ



Taj isn't a driver, but he will challenge you to races. He also helps you by switching vehicles, awarding Gold Galloons, and introducing you to the game.

# DIDDY KONG RACING

## DRUMSTICK



"I'm a flyer,  
not a fryer.  
Get me out of  
this place."

## BUMPER



"Badgers don't  
stink, no matter  
what anyone  
says."

## BANJO



"Anybody  
saw a Red-  
crested Blue  
Gull around  
here?"

## TIMBER



"Why is it  
that people  
always run  
away when  
they hear my  
name?"

## PIPSY



"I may squeak  
under the wire,  
but don't coil me  
a pipsqueak."

"Hello, my  
friend. I am a  
magical blue  
elephant,  
which is very  
rare."



# VISIT EXOTIC LANDS

For anyone who has ever dreamed of exploring tropical islands or arctic mountains, or visiting a place where live dinosaurs roam, or discovering a fairy-tale world of windmills and dragons—and then racing in them—the dream is finally coming true.

Each DKR world has a central theme, but each track is unique. Some tracks are on land, others are in the air and some leave a foamy wake across the waves, but all of them require strategy and skill. Every track a paradise at high speed.



On the Anzani Lake track, watch out for dino crossing the road.



If you keep your cool in flat Top Volcano, you'll stay out of the heat.

ing brontosaurus, Dino Domain creates a Cretaceous crescendo of cross-country cruising. Dino Domain is the easiest of the worlds to complete and the first world you'll enter.

## DINO DOMAIN

What was the main thing missing from Jurassic Park? Fast rides, of course. In Dino Domain, all you get is fast rides. Not only will you race past dinosaurs, you'll race fast dinosaurs up a mountain. From subterranean, volcanic tunnels where racers fly through spots of lava to roads cr-



Don't miss the pheromethyls or the shortcut near the end of Fossil Canyon.

## SHERBET ISLAND

Come race on the islands, moon. The sun, sand and surf dazzle vacationers and beckon to those who want to race over waves where whales wailow and octopi occupy the watery deep. Much of the exciting takes place in hovercraft, so chances are that you'll get wet if you don't practice.



Hit the zipper so you don't hit the rocks in Pirata Lagoon. There are also tours everywhere.



It's never a flake if you win the race in Whales Bay. If you hit the big boy, you'll come to a stop.



The Treasure Chests has some plenty of windmills. Don't become one of them.





## RARE TREATS

You may drive too fast to notice, but Rare created a graphics mad sorcerer in Diddy Kong Racing. The most impressive technology is a proprietary system called Real-Time Dynamic Animation, or RDA. At the heart of RDA are two methods of animating polygonal characters. The most common form of polygon animation requires frame data, for which you have to know exactly what motions will be used in the game. Another type of animation is kinematics. The kinematic data is more generalized, but it can follow rules that change the outcome of a motion. In most games, when an animation sequence begins, it can end just one way. Once you've seen one drag-on punch, you've seen them all. But in DKR, once motion data begins the animation, kinematic data can alter it, giving you a unique sequence.

Rare included other graphics effects in the massive 128 megabit game to enhance the DKR worlds. The use of texture skinning, specular highlights and environment maps has been seen in other games, but never all together in one game with such large worlds. Look closely at the objects speeding by and you'll see subtle touches that show that Rare truly went ape over Diddy Kong Racing.

## SNOWFLAKE MOUNTAIN

Snowflake Mountain may turn out to be a winter wonderland or a slippery slope, depending on how you handle icy tracks, bounding snowballs and other frosty forms of fun from the frozen north.

## DIDDY KONG RACING



It's a foggy night in old Frosty Village. Perfect for racing on these winding, slick tracks!



The flakes are falling and the flakes are falling in Snowfall Valley.



In Whirly Cove, you can zoom up and over the top of a loop on this icy track.

## DRAGON FOREST

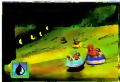
The stuff of fairy tales, like castles, windmills, dark, haunted forests and a flying dragon become reality if you dare to enter the forest. You're not a true adventurer until you've had a drawbridge fall on your head. Of course, it won't be easy finding the entrance to this magical domain. You'll have to poke your head in a dark place to find it.



In Windmill Plains, you can be the air and Underground all at once.



The water park on the planet is in Boulder Canyon. The spinning logs can sink your hopes.



You'll race from the castle to the dungeon through the Haunted Woods and secret tunnels.





## SOUVENIRS

What holiday would be complete without fun souvenirs to send to all your friends? In Diddy Kong Racing, you don't even have to go shopping. Missiles, speed boosts, droppers, magnets and shields can be found right on the tracks. The bonuses increase your top speed. Each balloon color indicates a different item; if you have one type of item and get another balloon of the same type, you'll upgrade your item. Once you have an item, use the Z Trigger to activate it. Dropping a spilled ball in the track is a thoughtful way of letting your friends know that you're having a great time.



Droppers, or items that you drop on the track, upgrade from 1 to 10 to 100 to be able to drift away with an air or turbo, but it's a bit of a pain.



+



=



You'll get one missile inside a red balloon. Get a second red balloon to upgrade your missile to a floating missile. If you pick up a third red balloon, you'll reach the top upgrade of 10 missiles.



## ROAD KILL

These road hazards aren't about to become squashed macabre victims. If you hit a drossart, giant snowball, windmill, or if you run afoul of some other road hazard, it will kill your chances of winning the race. Most hazards are fairly predictable, and they appear only in certain areas of a track, but if you hit them, they can destroy any hope of that Gold Balloon.



If you hit a major hazard like a snowball or drossart, it pretty much squashes any hope of winning that race.



The Windmill may look slow, but they can drop you like a bomb.



# DIDDY KONG RACING

## FAST & NASTY

Beating the parts of badgers and bears is all fine and well, but if you really want to have an adventure, you'll have to test yourself against the best—the bosses. After winning each of the four main races in each DKR world, you'll enter the championship race against a truly awesome opponent. Some of these races are one-way trips while others consist of three laps. After defeating a boss once, you'll activate the

Silver Coin Challenge in the other race areas of that world if you manage to vanquish the boss a second time, you'll earn a piece of Wizzo's Amulet and activate the Trophy Challenge.



In Dino Dornish, you race the triceratops to the top of a mountain.



This dragon has a hot temper and lots of hot breath.



The giant walrus on Snow Lake Mountain rockets down the slope like a bobsled.



In the waters of Sherket Island lives a swift octopus with a speed for speed.



The notorious Wizzo doesn't show up once, but twice. He is the ugliest, ugliest, smallest, most hat-temperamental of them all. If you beat Wizzo, you'll really deserve a vacation.



## OTHER WORLDS TO CONQUER

As our preview of Diddy Kong Racing comes to an end, we can't help but think of all we have seen in this remarkable game. We have seen technological wonders that dazzle the eye. We have entered exotic worlds and met even stranger creatures. We have proven our resolve superiority over a gathering bevy of cuddly forest creatures and scowling, muscled road hogs. All in all it has been a good holiday. But while we were on this island paradise, we heard rumors of yet another place where the forces of good and evil are locked together in desperate racing action. Could it be that the adventure isn't over? Perhaps, in Diddy Kong Racing, it never is.



STOP



DO NOT PASS

20

STOP IN ANY TIME



STOP



DO



Hit the streets of San Francisco with Midway's home version of the arcade hit—after our crash course in shortcuts, you'll know the Bay Area better than a bike messenger.

# SAN FRANCISCO RUSH

VENTURE RACING™



© 1997 Midway Home Entertainment  
© 1996 Atari Games Corp.

Save your quarters, racers, because Midway is bringing one of arcade's fastest racing games to the N64. Soaked up into a sleeker version, San Francisco Rush for the N64 features extra tracks and new Midway areas. Get in gear for your tour of the city, and we'll show you the sights and the shortcuts that will keep you ahead.

## KEYS TO THE CITY

SF Rush not only conceals wild and bizarre shortcuts (launching your car through an office building!), but it also hides keys that will access secret cars. Hidden in the 6 tracks are 45 keys. Many are easy to overlook, such as the key in Track 5's gas station, or the key you'll find on Track 1 if you turn around at the starting line.



Don't bother trying to win the race if you're searching for the game's keys. Most of the keys will require you to wander far from the beaten path or perform dangerous stunts in order to recover them.



## THE S.F. CIRCUIT

The Circuit Mode enters you in a marathon competition in which you speed through each of the six tracks in four variations—forward, backward, mirrored, and backward/mirrored. You'll earn points based on how well you place in each of the 24 races that determine the king of the road and the best of the Bay City.



POWER POWER





## HIGH VELOCITY VEHICLES

Where else but the home of happy Haight-Ashbury and the Beat Generation could a VW van seem perfectly appropriate for downtown hot rodding? Eight vehicles, resembling everything from a Testarossa to a VW van and flag are ready at your disposal, and each is ranked at one of four skill levels. While each car has a top speed of around 155 to 160 mph, the real difference in vehicles comes from their handling. Beginner cars have better traction and tend not to flip over as easily, while the sleeker and sportier rides tend to slide more and get whipped around by the wind. You can't customize the cars' abilities, but at least you can cosmetically trick out your car by changing its color.



**BEGINNER**



**ADVANCED**



**EXPERT**



**EXTREME**



## SAN FRAN'S SECRET CARS

With its diverse lot of vehicles, SF Rush could have you singing a new tune about racing games, like "I Left My Kart in San Francisco." In addition to its eight regular cars, you'll be able to take a spin in three secret vehicles if you collect all 45 keys. By finding all of the keys in Tracks 1 and 2, you'll be able to drag race in the hot rod. To hail the taxi cabs, recover the keys in Tracks 3 and 4. We'll keep the final vehicle a secret, but to unveil it, locate the 16 keys in Tracks 5 and 6.



## SF SHORTCUTS

In addition to being a racing game, SF Dash can double as a trivia game for the Bay Area. However, if you don't feel like seeing the sights, we're revealing the city's back road detours that you can take. Not every route is a shortcut, but the change of scenery and terrain will definitely add variety to your tour of the city.

### KEYS PER TRACK

- |     |    |     |    |
|-----|----|-----|----|
| # 1 | X6 | # 4 | X3 |
| # 2 | X7 | # 5 | X3 |
| # 3 | X3 | # 6 | X3 |

### TRACK #1



### SF Shunpiking



Right after crossing the Golden Gate Bridge, head to the left shoulder to boost your car off the jump that will launch you past other racers (but to avoid the tollbooth).



### Don't Fence Me In



As you approach the first checkpoint, swerve left through the fence to shortcut past the Presidio. By keeping your wheels on the dirt road and off the grass, you'll maximize your speed.

### San Francisco Underground



At Point A, veer left toward the grassy bank and follow the groove of trees. When you rocket off the bank and onto the lanes below, you'll be lined up with the entrance of the short tunnel that's once led by a train.

### Under the Truck and over the Rooftops



Keep right at A through the corner building's window, then zoom under the Maze track (Those Dark Age warriors think they own the race) and wrap the ramp to the rooftops.

### TRACK #2



### Tunnel Trailblaze

At the straightaways, race left along the orange path to enter the detour tunnel. The passage is narrow and a bit foggy, so avoid oversteering. Upon exiting, quickly veer left, away from the orange roadway.



## TRACK #3



- 1 Transamerica Bldg.
- 2 Embarcadero Center
- 3 Chinatown
- 4 Sutter Tower
- 5 Twin Peaks
- 6 Mission Dist.

### A Through the Trees



Stick by the right edge of the orange and white barricades and head for the tree of trees. Head to the left in the middle and right. Use to enter the misty fogged tunnel. When you emerge, curve to the left.

## TRACK #4



- 1 Transamerica Bldg.
- 2 Yerba Buena Gardens
- 3 Embarcadero Center

### B Follow the Sidewalk



Who says sidewalks are for pedestrians? Drive like we do in real life and curve onto the sidewalk. Follow it past the left-turn sign to enter a detour to the finishline.

### A Lombard Street



Drive straight through the checkpoint into Chinatown. At the top of the hill, jump over the building into Lombard Street. Since navigating the world's most crooked road can give you a whiplash, spend straight down the left shoulder or leap over the other road.

### C Sign? What sign?

Even though the sign at the end of the first straightaway warns you to turn left, keep rolling straight along the right shoulder to shortcut through a tunnel.



### A Three Detours through the Financial District



By speeding up the grassy hill at Point A, your car will rocket straight into a skyscraper. Depending on how high you jump, your car will be able to land in one of the building's three stories of detours.





**A** Crashin' through the Yacht Club



Follow the right sidewalk to the gate, then drive through. At the road's end, break through the fence. Then race between the building to the jump that will send you sailing over the yachts.

**B** Between the Signs



Drive in between the signs for a backyard shortcut. After crashing through the clothesline, work your way to the left.

**C** Leap of Faith



Speed through the parking garage on the right (that has yellow and black stripes marking its entrance). Follow the road to the storage pitway and race up its ramp.



**A** On the Bridge

San Francisco is plagued by hyper-cars. To avoid one of the city's tight turns, swing left onto the bridge that will be considerably easier on your car's alignment.



**B** The Tunnel behind the Illusionary Wall



After passing the last traffic light, veer left and drive through the wooden fence and illusory wall directly behind it. Once you pass the alien's fan in the tunnel is ending, lay off the gas or else you may flip over when the road suddenly drops down.

**C** Over the Water



As you approach the top of the hill near C, you'll spot a large building with blue windows on your right. Immediately before passing it, hang a sharp left onto the side road. Barrel down the street at top speed to fly off the grassy ramp at the end of the road.



## DAREDEVIL STUNT COURSES

SF Rush may be a road race, but aerial stunts sure do play a blimp-sized role in game play. To test your daredevil abilities, the game offers a couple

of stunt courses. Hidden in Tracks 2 and 6 are some stunt areas where you can show off your reckless driving.

### 360° OF SAN FRANCISCO

To burn rubber on the loop-the-loop in Track 2, drive in the left lane through the cones after passing the checkpoint on the freeway overpass. If you maintain a speed of around 120 mph, you should be able to clear the gap in the bridge to reach the stunt track.



### RAMP RAMPAGE

Track 6 has an elaborate stunt course featuring a series of ramps. To find its mountainside entrance, turn right at the checkpoint near Seal Rock, then drive down the hill toward the ocean, using the concrete barrier as your guide.

### LOOP-THE-LOOP

Build up your speed as you drive through the entrance tunnel of Track 6's stunt course. At the other end of the tunnel, you'll climb a ramp that leads to a loop-the-loop track, and, with enough speed, you'll be able to do a vertical 360°.



## A FIERY FINISH

In real life, when your car explodes, it means you're either out of the race or you're driving a Pinto. SF Rush allows you to put this realistic spin on racing with the "Deaths" option. You won't get a Pinto, but when you activate the option, any car that explodes will automatically be out of the competition. Ideally, the seven other racers could wipe out, leaving you all by your lonesome to finish the race. That is, if you somehow survive. Play it safe by avoiding shortcuts in this mode.



As long as you don't crash into anything too hard or end upside down, you can't explode. If your car is about to flip over or catch fire, you can stabilize it by turning your wheels away from the direction in which you're falling so that the backs of your wheels touch the ground first.



DO NOT PASS

20

NO STOPPING ANY TIME



STOP



# CLASSIFIED INFORMATION

0426 6211 4842 0680

MEMBER IDENTIFICATION #

## TETRAPHONE

### Puzzling Secrets

You don't often find codes in puzzle games, but the TetraPhone team managed to slip a few clever ones into the final version of the game. To enter a code, first choose the Single option on the Main Menu. Now select New Name. Enter the appropriate code word and press OK to return to the previous screen. Some code words call for a special symbol. To make these symbols appear, press buttons C, right C and the L Button simultaneously on the New Name screen.

### "Lines" Mode

Enter "LINES" on the New Name screen. Press OK. Select the new "Lines" option to play a variation of the Pacman game. You'll be given instructions before the game begins.

### End Credits

If you're wondering which who in the TetraPhone universe, enter "ENDCRED" on the New Name screen. Now you'll know who to blame for all these hours lost to this game!

### More Music

On the New Music screen, enter "DANCE101" on your code word, with an Alien Ball as special emphasis of the "A." This will enable new musical selections on the Audio menu.



### Stage Select

Access the special symbols on the New Name screen and enter "Planet, UFO, Rocket, Heart, Skull" as your code word. Press OK. Use the Control Pad to scroll through the list of stages.



## MRE

### Turbo Start and Special Cars

To get a turbocharged boost off the Starting Line, the tachometer (the gauge showing your engine's RPMs) needle must be pointing straight up just as the race begins. There are two ways to accomplish this. The first method is to watch the countdown before the race and press the accelerator just as the number "1" disappears from the screen. The second method is to rev your engine during the countdown and then release the A button as the number "1" falls.

MRE also has two special cars that you can activate. Defeat the Deus (silver dune buggy) and the VHT10K (blue sports car with 4WD) in the Match Race to enable them. The Deus is the best handling car in the game. The VHT10K is faster but not quite as sure-footed on off-road routes.



Win gold trophies in all the Championship races to enable the Match Race mode.



You'll challenge the VHT10K in the first Match Race series and the Deus in the second.

## STARFOX 64

## GOLDEN 007

### Rare 1-Ups

Racking up high scores is the usual way to earn extra lives in *Star Fox 64*, but there are also two well-hidden 1-Ups you can grab. The first is located at the end of the Corneria stage. Follow the default route through Corneria to Granga. Fly straight between the robot's legs and perform a loop. If you complete the loop without touching any part of the "bot's body, a 1-Up icon will appear in front of you.

The second 1-Up is located near the end of Sector V. Shortly before you encounter Shogan, your wingman will accelerate ahead of you and fly in formation. Hit your booster and fly below them to form a diamond pattern. If your ship has a single laser, a Laser Upgrade will appear ahead of you. If you have twin or hyper lasers already, a 1-Up icon will appear instead.



There is only a single 1-Up in Corneria. Registering this loop will not produce more.



In Sector V, you don't have to fly in perfect formation, but you should get in close.

### Double Trouble

This trick allows you to create duplicates of Trifolyan and Xenia in the multiplayer live and Let Die mode. To clone Trifolyan, go to the Multiplayer setup screen and set the number of players at two. Go to the character select screen and choose your characters, making sure one of them is Trifolyan. Return to the setup screen, set the match for three players and press Start. To clone Xenia, set up a match for three players. Choose your characters, making sure one of them is Xenia. Return to the setup screen, set the match for four players and press Start. Presto!



Only one character can be duplicated at a time.



Having two Xenias can be very interesting—and deadly!

## EXTREME G

### Training Hologram

*Star Fox 64* has a terrific Training program, including an All-Range combat simulator. If you score 100 hits during your training exercise, the computer will add a duplicate of Star Wolf's ship to the battle simulation.



Score 100 hits during your training exercise to make a Wildcat-class fighter appear.



Unlike the other enemy ships in the All-Range simulator, this little baby fights back!

### Rolling Stones

This is one of the funniest codes we've come across in a while. Begin a game and enter your name as "Roller." Once a race starts, you and all your opponents will be transformed into boulders! Even though you'll be a big rock, your controls will remain the same.



You seriously receive this code by winning certain races.



May the best hook of rock win!

## MARIO KART 64

### Two More Sneaky Shortcuts

It seems we've yet to stake your thirst for Mario Kart 64 shortcuts. The Frappe shortcut comes to us from several clever fans via our web site.

#### Frappe Step 1

At the start of the race, turn around and drive to the middle of the bridge. Turn around and float diagonally forward and to the right to the corner of the bridge.



#### Frappe Step 2

Jump from the bridge to the snowbank. Do not touch the track. Keep going until Lakitu picks you up. Make sure to go past the Peach box before you go out of bounds.



#### Frappe Step 3

Repeat Steps 1 and 2 twice. When Lakitu's Intang you back to the track the third time, drive through the Peach box. You'll be credited with three full laps and you'll finish the race!



### Yoshi Step 1

No matter which route you take through Yoshi's Island, you will eventually merge onto one path. Just past this point, you'll see a guardrail on the right.



### Yoshi Step 2

As you pass the end of the guardrail, slide in a wide arc to the regular slide, not a power slide from the right side of the track to the left. As you slide, the track across the chasm will come into view.



### Yoshi Step 3

Try to line up parallel with the section of track across the way. Hop a couple of times if you aren't so, to get in line. Jump just before you fall into the chasm. If your aim is true, you'll leap across the gap.



## TUROK DINOSAUR HUNTER

### Catacomb Shortcut

A number of net surfers have pointed out to us via e-mail that the Invisibility cheat for Turok, besides protecting you from harm, opens up a number of shortcuts within the game. What do we mean? For example, begin the Catacomb stage and head straight into the maze. Pick up the Shotgun and go down the staircase on the right. Stop on the switch to your right and head into the chamber beyond where a High Priest awaits. Use your most powerful weapons to defeat him. Step up onto the platform and look down at the dark clouds below. Normally, if you step off the edge, you'll lose a life. If the Invisibility cheat is activated, you'll land at the bottom of a pit. You can then follow the tunnel to a save point and the Hub Arch that leads to Mambo. If you have the requisite keys, you can save yourself a lot of running around in the maze. If you have the Invisibility cheat (check Volume 99 or Volume 100 for details) and you explore your surroundings very carefully, you'll find numerous other shortcuts like this in the game.



Defeat this High Priest and then leap into the pit beyond.



If you have all the Level Six keys, you'll leap to Mambo.



# CLASSIFIED INFORMATION

## SECRET OF MANA

### Sword Orbs Are Us

We'd like to give a big tip of our code-bearing hats to the players who sent us this trick, which allows you to gather up as many Sword Orbs as you like without searching the world over. After you get the Hammer Drum, call the dragon and fly to a small island just off the north coast of Ice Country. Talk to Neke and save your game. Normally, saving here can scramble or erase your game, so you may want to save to an empty file or a file you won't mind losing, just in case.

After your game is saved, press L, R, Select and Start simultaneously to reset your game. Start a new game. Grab the Rusty Sword and proceed to Futo Village. Don't bother fighting the Rabbits along the way. Talk to the village elder to set an automatic sequence in motion. Once you fall into the Mantis Ant's lair, let your companion say his first line and then press L, R, Select and Start simultaneously. Hold all the buttons for a few seconds and then release them.

Now start the game file that you just saved. When the game starts, you'll appear in the Mantis Ant's lair. Defeat the monster for a Sword Orb. After the battle, you'll repeat a cinema scene from earlier in the game, but you'll actually be back at the point you left off.

You can repeat this entire sequence over and over, until you have enough orbs to create the Dragon Buster Made. All you'll need then is enough cash to pay for the upgrade!



Repeat the battle with the Mantis Ant for a Sword Orb.



With the Blacksmith you can enlarge your sword.

## WAR GODS

### Deity Damage

There was a misprint in Volume 92's War Gods review, so here's the correct sequence for Anubis's Fatality. We've also thrown in a few other moves for good measure!

### Coffin Drop

To unleash Anubis's Coffin Drop Fatality, stand a half screen away from your opponent and press Forward, Down, Back, High Punch + Low Kick (Mummy).



### Shockwave Stamp

In Volume 93, we revealed how to access the chief gods, Giza and Isis. Giza (Isis) can't be on a Fatality, but you can perform his Shockwave Stamp by pressing Back, Up, Up Forward and Low Kick.



### Super Kick

Unlike Giza, Isis does have a couple of Fatalities in his godly repertoire. To Super Kick you approach into a character, stand next to his or her head in the 3D Section and press Back + High Kick.



### Super Uppercut

If a Super Uppercut would be more your style, stand next to your opponent, hold Down and press the 3D Section + High Punch. What goes up, must come down!



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at [www.nintendo.com](http://www.nintendo.com).

Nintendo Power  
Classified Information  
P.O. Box 97033  
Redmond, WA  
98073-9733





# DRACULA 3-D



## CASTLEVANIA IS BACK WITH BITE

In Osaka, where Konami's prolific developers are busily creating N64 games, the sun never seems to set. Here's hoping it doesn't, because they're resurrecting Dracula and inviting him back into our homes.

**B**UFFY HAS NOTHING on the Belmonts. The sworn enemies of Dracula, the Belmont family has been slaying vampires on almost every major home entertainment system since Simon Belmont's 1987 debut in *Castlevania* for the NES. Ten years and many sequels later, *Dracula 3-D* for the N64 is in the works. This newest addition to the *Castlevania* saga will abandon the series' side-scrolling format and expand the Gothic adventure with polygons, the Runbale Pak and 128 Megabits. *Dracula 3-D* will also introduce mechanization to *Castlevania*, since the game will be set during the Industrial Revolution in the 1800s.

*Dracula 3-D* will offer four new playable characters, including 12-year-old Carrie Eastfield and the chain saw-toting Igo. The latest to carry the Belmont burden, as well as the family's weapon of choice, the whip, will be Schneider. While he will have average qualities, the other heroes may surpass his abilities or excel in other areas, such as using magic. Konami hints that Cornell Rembak,

who can attack only at close range, may be able to overcome his limitations by transforming into an animal. The heroes will also have their own personal fies, and if a player makes choices that contradict those personalities, the gamer could run the chance of seeing the best ending.

*Dracula 3-D* will progress much like an adventure as players search for secrets, items and info needed to reach the reawakened Dracula. Of course, he and his fellow vampires come out only at night. Players will have to work fast, since Konami has currently set the game's internal clock and lighting effects to change day into night gradually over a 15-minute period. Once nighttime crops up, the field of vision will narrow, making every decision and second of play crucial.



# Hybrid — HEAVEN

## A Hybrid of Action and RPG

The title may refer to the genetic mutants that have fallen from the sky, but it could also easily describe how Hybrid Heaven's unique mix of action and RPG battle strategy elevates it to an all-new realm of gaming.

INITIALLY conceived as an RPG, Hybrid Heaven has evolved to incorporate a cinematic feel along with the adventure and perspective of *Dracula 3-D*. The ambitious action game follows the story of a futuristic special forces team investigating the wreckage of a crashed space shuttle.

led by Johnny Slader, the seven-member team discovers that the craft had been transporting the mutant remains of a secret government experiment gone awry. The creatures, genetically engineered to be the perfect soldiers, somehow mutated and attacked the shuttle crew. Crash-landing in the U.S., the mutants have taken over a city and are now feverishly multiplying in numbers.

While its story may be nothing new to the sci-fi universe, Hybrid Heaven will certainly shine brighter in its fresh approach to game play. As Slader, games will roam about in 3-D worlds not unlike the characters in *Dracula 3-D*. However, when Slader encounters a mutant, the battle will not take place in real time. Instead, the player must select the plan of attack from a battle menu, much like RPG style of fighting. After selecting a move, the player can then sit back to watch the game's fully-animated battle scene. Rather than being a test of reflexes, Hybrid Heaven more likely will strive to be a thinking person's action game.

**other games."**

—Yves Desha, Hybrid Heaven Game Director

Konami is looking into releasing Hybrid Heaven as a Nintendo 64 Disk Drive game, which would perfectly complement the game's customizable features. When games use the same attack often, they will be able to make their characters experts at executing that particular move. By saving their characters to Controller Paks, players will then be able to pit their personally trained characters against a friend's customized character.



"I would like  
to create images that

are **COMPLETELY DIFFERENT** from





**KONAMI**  
HOTTER THAN  
HOT

# NAGANO

WINTER OLYMPICS '98

**"HOW FAST CAN YOU PUSH THE BUTTONS?" used to be the most important thing in this type of game, but this game has a lot of NEW ELEMENTS."**

—Krisz Nagan, General Manager of KCI Sports and Arts



## A Gold Medal Quick-Freeze

If you prefer high-speed action over bustling venues, then Nagano's Blizzard of hyper-kinetic and extreme winter sports may be what you're looking for. Just don't blink.



THERE MAY BE a seemingly endless conveyer of racing games jamming the N64 game highway, but their popularity among developers attests to the N64's fluid animation and realistic depiction of speed. While Nagano Winter Olympics '98 is not a racing game, the scores that Konami showed us from the high-velocity, 12-event competition blazed by with all the power of a gold medalist.

Nagano is the only officially licensed Winter Olympic game for the N64, and it includes some of the best sports of the season. Up to four players will be able to go for the gold and challenge record scores in alpine downhill skiing, alpine giant slalom skiing, slalom skiing, two variations), freestyle aerial skiing, half-pipe snowboarding, giant slalom snowboarding, 500M and 5000M speed skating, four-person bobsledding, luge racing, and, in case the

game gets too fast or extreme, there's always curling.

Some events will require continuous button pushing, such as the slalom or bobsled competitions, while some will call for carefully timed controller coordination, such as rhythmically toggling the Control Stick to balance the downhill skier or swiftly alternating the L and R Buttons to manipulate the speed skater's legs. Other events will push your fingers to the limit, such as the combo-style button sequences that will activate up to 22 gravity-defying snowboarding maneuvers.

Aside from capturing the speed and power of the Winter Games, Nagano is also a vivid wonderland of graphics, with polygons that are smoother than ice and visuals that are as challenging as slalom—right down to the skaters' reflections in the rills and the amusing end-of-competition sequences.



"I'm excited to be part of NBA in the Zone '98.

KONAMI'S NBA IN THE ZONE TITLES ARE THE BEST BASKETBALL GAMES EVER MADE.

The simulations are so realistic you feel like you are on the court playing face-to-face against the league's best players.

—Glen Rice, Charlotte Hornets 1997 NBA All-Star MVP and featured player in NBA in the Zone '98

# NBA IN THE ZONE



"IN THE REAL NBA WORLD, each team has its own particular style and formation of play. WE DESIGNED THIS GAME to follow those real world elements."

—Kazutomo Terada, Game Director of NBA in the Zone '98



## Dribbling to Droll Over

NBA in the Zone '98 impressed NBA All-Star and video game fanatic Glen Rice, and that's reason to take notice. We did, and our tour of Konami turned up more reasons why this game shouldn't be ignored.

**A**LL RIGHT, so Michael Jordan isn't in this game, but Glen Rice, Shaquille O'Neal and 348 other National Basketball Association stars will hoop it up in NBA in the Zone '98. The officially licensed basketball game will also boast 29 NBA teams, an All-Star mode, compatibility with both the Controller and Rumble Pak, plus arenas, player stats and team logos that will be based on the current season.

The version that we saw in Osaka was about halfway done, so camera movements and music were far from all-star quality, but game director Kazutomo Terada assured us that the game will be as realistic as possible. "The CPU will choose the most appropriate formation for your team. For example, if you choose the Bulls, the CPU will use the most Bulls-like formation. To me, it is not realistic if a particular team uses a formation that they wouldn't use in a real game," Terada elaborated. Moreover, KCE



paradoxically researched each player's quirks, characteristics and signature moves, so players who can't slam dunk in real life, won't be able to in

Konami's version either. To keep the players' motions true to life, the programmers captured around 500 movements for animating the players, including 300 for dribbling and shooting alone.

Konami perfected the art of suturing commentary for sports games (compare the live commentary feel of Konami's International Superstar Soccer 64 with other sports games' sporadic and random announcements), and NBA in the Zone '98 will feature the live-style play-by-play from the Bulls' home game commentators. Complete with customizable players, full-season play, and player swapping and substituting, NBA in the Zone '98 will offer hardcore hardware addicts for up to four players in two-on-two, and, quite possibly, three-on-one competition.



# MUDDY MASSACRE

In the move charts, we've listed punches and kicks as follows:

WP = Wobbly Punch, FP = Fair Punch, BP = Brutal Punch, P = any punch, WK = Wobbly Kick, FK = Fair Kick, BK = Brutal Kick and K = any kick. Quahh, let's get ready to crum-ble!



## Bad Mr. Frosty

Bad Mr. Frosty has turned over a new leaf and is now fighting for truth, justice and the American clay. The bigger the punch, the further his Snow Ball attack will travel.



### Special Moves

Buzz Saw Charge  $\text{②}+\text{P}$

Blob Raid  $\text{②}+\text{③}+\text{④}+\text{K}$

Mallet Launcher  $\text{②}+\text{BP}$

### Super Special Moves

Irvine Axe Massacre  $\text{④}+\text{⑤}+\text{⑥}+\text{K}$

### Cloytality

Da Bomb  $\text{②}+\text{③}+\text{R}$  Button  
(Next To Opponent)

### Other Stuff

Taunt  
L Button+FP+FK

Throw  
 $\text{③}+\text{BP}$  (Close)

### Special Moves

Ice Bash  $\text{②}+\text{③}+\text{P}$

Snow Ball Charge  $\text{②}+\text{③}+\text{P}$

Ice Skate Dash Opener Charge  $\text{②}+\text{③}+\text{K}$

### Super Special Moves

Frozen Frenzy  $\text{②}+\text{③}+\text{④}+\text{⑤}+\text{⑥}+\text{K}$

### Cloytality

Snow Cone Squeeze  $\text{②}+\text{③}+\text{④}+\text{L}$  Button  
(Next To Opponent)

### Other Stuff

Taunt  
L Button+R Button+WP

Throw  
 $\text{③}+\text{BP}$  (Close)

Hold  
 $\text{③}+\text{FP}$  (Close)

## BLOB



Blob has a good balance of speed and power, as well as a wide selection of short- and long-range attacks. The aerial Blob Raid works well as an opener and a easier top-off than it looks, while Da Bomb tends to a pretty tricky.



## Bonker



Bonker: The Merry Go Clown can deflect airborne attacks while Get 'Em, Fih will take care of any attempted low blows.

### Special Moves

Merry Go Clown  $\text{④}+\text{⑤}+\text{K}$

Get 'Em, Fih  $\text{④}+\text{⑤}+\text{P}$

Ferris Wheel  $\text{④}+\text{⑤}+\text{K}$

### Other Stuff

Taunt  
L Button+R Button+WK

### Super Special Moves

Welcome to the Big Top  $\text{④}+\text{⑤}+\text{⑥}+\text{K}$

### Cloytality

Off the Board  $\text{④}+\text{⑤}+\text{⑥}$   
(Next To Opponent)



# Earth Worm Jim

Earthworm Jim is one of the more challenging fighters to use. He doesn't have a huge bag of tricks at his disposal, so you must use his long range Fire Fire wisely if you want to gain the upper advantage. The stronger the punch you use for the move, the faster a Fire Fire shot will travel. Luckily, the Super Fire attack alone is good enough for a four-hit Lousy Combo. In addition, his EWJ Punch will be very familiar to fans of the Street Fighter series.



## Special Moves

Fire Fire  
ⓈⓈⓈ+P

EWJ Punch  
ⓈⓈⓈ+P



## Super Special Moves

Super Fire  
ⓈⓈⓈⓈⓈⓈ+P

Cloytality  
Knock off Top Hat  
ⓈⓈⓈ+R Button  
(Next to Opponent)

## Other Stuff

Taunt  
L Button+R Button+WP

## Special Moves

Voodoo Surfing  
ⓈⓈⓈ+K

Air Voodoo Surfing  
ⓈⓈⓈ+K (In Air)

Chicken Baseball  
ⓈⓈⓈ+P

## Super Special Moves

Super Twirl  
ⓈⓈⓈⓈⓈⓈⓈ+K

Super Chicken Attack  
ⓈⓈⓈⓈⓈⓈⓈ+P

## Cloytality

Cloyal Bad Hand  
ⓈⓈⓈⓈ+R Button  
(Away from Opponent)

## Other Stuff

Taunt  
L Button+R Button+WK



# HOUNGAN



With his superior zoning ability and Air Voodoo Surfing move, HOUNGAN is a tough guy to tag. The Super Chicken Attack is powerful, but it's ineffective at close range only, and it puts you in a messy stall. If you miss, you'll leave yourself wide open. The Cloyal Bad Hand is one of the longer Cloytalitys in the game.



# Lucky Bob O'Gey

## Special Moves

Unearthly Travel  
ⓈⓈⓈ+K

Great Pumpkin  
ⓈⓈⓈ+P

Ghoul Roll  
Hold Ⓢ+P

## Super Special Moves

Taunt  
L Button+R Button+WP

Throw  
Ⓢ+BP

## Other Stuff

Evil Presence  
ⓈⓈⓈⓈⓈⓈⓈ+WP



If you keep Luckybob close to an opponent during a combo, you can easily tack on a Ghoul Roll-powered juggle or two at the end. The Unearthly Travel teleport is good for a surprise, but don't expect it to work too often.

# Kung-Pow



High, and his Egg Foo Young will deflect most any attack. Kung's taunt is one of the most hilarious!

## Special Moves

Crane Technique  
ⓈⓈⓈ+P

Egg Foo Young  
ⓈⓈⓈ+K

The Crane  
Ⓢ+BK (In The Air)

Overhead Attack  
ⓈⓈ+P

## Super Special Moves

Pork Fried Rice  
ⓈⓈⓈⓈⓈⓈ+K

Claytality  
ⓈⓈⓈ

Bruce Lee Squish  
(1.5 Body Lengths Away)

## Other Stuff

Taunt  
L Button+R Button+WK

## Special Moves

Scoop and Throw  
ⓈⓈⓈ+FK or BK

Over The Top  
ⓈⓈ+BP

Hoppy Stomp  
Charge ⓈⓈ+K

Rabbit Strong Arm  
ⓈⓈⓈⓈⓈⓈ+FP (Close)

## Super Special Moves

Hash and Bush  
ⓈⓈⓈⓈⓈⓈ+K

## Claytality

Rabbit Out of Hat  
ⓈⓈⓈⓈ+R Button  
(Away from Opponent)

## Other Stuff

Taunt  
L Button+R Button+WK

Launch  
Hold Ⓢ+BP

# T-HOPPY



Hoopie attacks are the robo rabbit's specialties, but you must use the Hoppy Stomp at a specific distance for it to work.



# Taffy



Most of Taffy's moves and combos end with blows that send your opponents sprawling away from you, so it's often difficult to come up with anything better than a Lame Combo. You'll have to be quick and clean with your auto-doubles and linkers if you want something as good as a 12-hit Little Brown Belt by Combo!

## Special Moves

Taffy Noogie  
Hold Ⓢ+K

Gum Toss  
ⓈⓈⓈⓈⓈⓈ+K

Taffy Twist  
ⓈⓈⓈ+P

## Super Special Moves

Big Gun  
Hold Any Punch  
+Any Kick

## Other Stuff

Taunt  
L Button+R Button+WP

Launch  
Hold Ⓢ+BP

# DIDDY KONG RACING

The image features the character Diddy Kong in a hot air balloon basket, floating against a blue sky with a bright sun. The title "DIDDY KONG RACING" is prominently displayed in the center. "DIDDY KONG" is written in large, red, blocky letters with a yellow outline and a white star in the letter 'O'. "RACING" is written below it in large, blue, blocky letters with a yellow outline and a green-to-blue gradient fill. The hot air balloon is brown with a green and yellow patterned section. Diddy Kong is looking forward with a determined expression.



COMING SOON TO YOUR N64 FROM RARE



**NINTENDO**  
**POWER**

\*Nintendo and Game Boy Advance are trademarks of Nintendo. ©2005 Nintendo. All rights reserved.



# CLAY FIGHTER 63!

# 63!

THE CLAY HAS HIT THE FAN! OUR STRATEGY SPECIAL IS OVERFLOWING WITH GOOEY MOVES AND CRUSTY CLAYTALITIES. DIVE RIGHT ON IN!

## LITTLE GIRLIE COMBO

If this is Tuesday, and there are gobs of clay everywhere, then the game must be Clayfighter 63! CF has undergone a few changes since our Volume 97 preview. The globby gladiators you see on the right have been dropped, and others have had their fighting repertoires modified, so here's an updated list of awesome special moves

and putty-punching Claytalities. To use a Super Special Move, you must charge your power meter to at least level one. The CF combo system works much like the 3D combo system, with openers, auto doubles, finishers and enders. Depending on how many moves you can string together, you might rack up enough hits to score a Little Girls Combo or maybe even a Little Brown Betty Combo!



# TOP GEAR

# RALLY™

© 1997 NISOURCE/MIDWAY GAMES, INC. ALL RIGHTS RESERVED. TOP GEAR RALLY IS A TRADEMARK OF NISOURCE. LICENSED BY NISOURCE.



*Buckle up and plug in your Rumble Pak—video game racing just got real. Midway's Top Gear Rally is one of the most authentic racing simulations available for the N64, and this month Power has the driving tips and strategies you'll need to triumph on every course.*





As you earn rally points and progress through the seasons, you'll get your pick of one or two new cars. They're new wheels on test, but control and handling are what counts when you're driving to win.

# HOT WHEELS

Top Gear Rally features 21 races and six racing seasons / modes: Spring, Summer, Fall, Winter, Professional and Expert. As you earn rally points, you'll graduate to faster, high-performance vehicles. But as you play, you'll discover that the cars that go fast will often finish dead last on difficult tracks or in ugly weather. The key to winning is to pick your car based on course conditions. Use the four-wheelers on gravel tracks or in muddy or snowy tracks. Fast acceleration outweighs top speed when you're racing across twisted terrain, and engine location will often determine how your car binds when you're pounding down the humpbacks on a bumpy road. Finding the ideal set of wheels for each track can require hours of research, but we've simplified the process with notes on each car in the guide.



## SPRING

You'll begin the rally season with the LD and ES cars. While the LD has better acceleration than the ES, it won't corner as well on tight turns. Make the most of the ES's top speed on the dry Gnarlee and Jungle tracks.



## SUMMER

The IP and CE cars are evenly matched, but if you're prone to blizzards off guardrails and berms, the CE has the acceleration you'll need to get back in the race. Be sure to check out the CE's Nintendo Power decal!



## FALL

While the MS and SP cars are faster than the Spring and Summer racers, their rear-wheel drive makes them tough to handle on gravel and mud. The SP's rear engine will pop the car's nose up if you hit a pothole or off-high-speed bumps.





## WINTER

Rusty winter makes the winter (and) races exceptionally difficult, but these fast four-wheelers will go through snowdrifts and slippery snow. The balance RS will be at the fastest end on the Professional and Expert tracks.



You can select the RS after you complete the Winter car. This car is fast, but there's a price: you'll add the look of the vehicle down on jumps. Use the RS on the bumps.

## BONUS CARS



If you're on a budget, you'll get 1 to drive the best vehicle in the game. You'll own the MOB track after the first year and the Helmer Car after the second.



### HANDLING

Top Gear Rally features three options: steering, tight, normal and loose. Tight steering is exceptionally precise—a useful tip on the Control Stick will open your vehicle sideways. Loose steering is very forgiving, so you can cruise on the Control Stick without touching your car from cab to cab.

### SUSPENSION

There are three types of suspension in the game: soft, normal and hard. The type of suspension you select is primarily a matter of personal taste, but you'll find that the best suspension has less bounce and offers more control on bumpy circuits like the Mountain and Desert courses.



### TRANSMISSION

Like most in any genre, Top Gear Rally lets gamers choose between automatic and manual transmissions. If you're just learning how to play, the automatic transmission is an ideal choice, but you'll want to graduate to the manual transmission later as you can downshift to brake through slippy turns.



### TIRES

The cars don't get dry, normal or slippy tires. Slippy tires are great for skilled drivers, and they work as all to make. After you've mastered the game, try a new driving style by popping on a pair of slippy tires. Slippy tires let you slide through the turns, which is useful on the Courteen course.

## DRIVING PERSPECTIVES

How do you like to view the road? Selecting from Top Gear Rally's three driving perspectives is really a matter of personal preference, but the game's suspension, transmission or handling—there isn't a perfect view (yet) that will aid you in winning or keeping your car under control. Novice drivers should select the exterior perspective so they won't get lost when spending out or crashing into barriers. Experienced drivers tend to choose the view with the rearview mirror so they can block traffic behind their vehicles. If you're driving the Milk Truck, use one of the interior perspectives or you won't be able to see the cars directly in front of you.



There are three driving perspectives in the game. You can race outside your car with the exterior view or see one of the two interior perspectives. You'll sacrifice your tachometer if you choose the interior or mirror options.



## FAST TRACKS

Top Gear Rally features five tracks, but a special mirror option reverses all the bends and turns in the courses, so it looks like there are ten venues in the game. We've mapped all five of the normal courses on these pages. Note the locations of the shortcuts on the courses—you'll need to use every shortcut to win on Championship mode's Professional and Expert levels. Watch your speed through the tight turns and bank bumps in the danger zones.

### COASTLINE

START



- 1 After the second tunnel, you'll see a bridge guardrail above a beach. Punch the accelerator and jump, but swan the car and onto the sand. Continue straight, climb the embankment and blast up into the course.

The Coastline course is flat and paved with wide, sweeping turns that keep the fastest drivers on the road and off the curbs. This track isn't overly challenging unless you're trying to break records of snow or rainy conditions. The quickest way to get ahead of the pack is to take the shortcuts across the beach and between the breach in the old stone wall.



- 2 Two turns after the beach shortcut, you'll see a patch surrounded by an old stone wall. Drive through the breach gap in the wall and clip back across the field and you can jump back onto the track again.

### JUNGLE

START



- 1 The first shortcut is on the outside edge of the first turn. If you look closely, you'll spot the tunnel leading away from the course. If you keep using this tunnel route, you'll move up these places on each lap.

The Jungle is an easy track as long as you remember to watch your speed on the twisting lanes halfway through the course. Much of the track is built around wetlands, so it's important to stay on the road or you'll end up mired in the mud. Cold weather will freeze these swampy areas, and savvy drivers will look for new shortcuts across the frozen lakes.



- 2 Many drivers will attempt this shortcut when they reach the first hairpin turn and careen off the road. You don't have to stay on the road here, but slow down or the bumps will toss you off the course.

### DESERT

START



- 1 As you leave the city, you'll see a farmhouse at the side of the road. Drive through the pasture and into the forest. Stay in control on the dirt road or you'll wrap your headlights around a tree.

This is it—the toughest course on any circuit. The narrow canyons and loose gravel will give you the most trouble, although the shortcuts through the wooded grove is the meanest back road stretch in the entire game. But if you can win in the Desert on a rainy day, you'll beat the rest of the field on the other courses under any type of weather condition.



- 2 Take the wheel track in the way to the Twinblinds. All the other racers on the track will swing on rails on the other route, giving you a clear road. Keep the pedal to the metal through the worse hairpin.

## MOUNTAIN

START



- 1** Look for the yellow "Jacked Up Road" sign next to the Mountain stage's entry shortcut. The key to successfully navigating this steep, dirt road is to keep your speed down and your wheelie's nose up.

The narrow switchbacks leading up the side of the steep Mountain course might seem intimidating, but you'll find that this course is a piece of cake if you take your time and wait to pass other vehicles on the inside corners. Near the summit you'll find the jacked Up Road. Keep your speed down on this abandoned track or you'll be launched into orbit.



The narrow, winding switchbacks leading up the mountain make it nearly impossible to pass other cars. Patience is your best weapon. Ride your line and pass on the inside of the turns or when the course winds around the lake shore.

## MIRROR, MIRROR

Just when you think you have a track memorized, the developers at Boss Studios turn you around with a Mirror Course. At first glance, a Mirror course looks like a track you've never before, but you'll quickly realize that everything left is now right and everything that was right is left. Even the words on signs are backwards!



## STRIP MINE

The Strip Mine is a hidden bonus course you can play in Arcade Mode if you finish first in every race during the Sixth Season. This is a fast track with long straightaways, tight turns, construction equipment and an open drawbridge. If you're looking for additional variety, finish first in every race during the Sixth Season of the second year. If you pull off this amazing feat, you'll be able to chain up the dirt in the Strip Mine Mirror course.



## EXTREME CONDITIONS

### NIGHT

The roads are dry at night, but your headlights aren't powerful to illuminate the scene. Watch the taillights of the cars in front of your vehicle so you can react just in time to the twists and turns ahead.



### FOG

You'll see parts of the road in foggy conditions, but you can't see at night or in the rain. The road side steps dry so you don't have to worry about slipping around or spinning out in the turns.



### RAIN

You'll lose the most amount of traction on a wet asphalt track that you'll find on a gravel roadway. Keep your wheelie up while driving in the rain or you'll end up being begged down.



### SNOW

Snow is the slickest and most dangerous driving condition in the game. The biting snowflakes will obscure almost your view of the road, so try to memorize the course before you race.



# TECHNIQUE



Driving the fastest car and memorizing the shortcuts for every course won't guarantee you a championship. There are these essential driving techniques you'll need to master before you'll be able to sweep the Professional and Expert circuits. Luckily for you, the racing fanatics here at Nintendo Power were generous enough to divulge their best Top Gear Rally strategies. Now you can take to the road with these handy driving tips and kick some serious asphalt.

If you successfully complete all six racing seasons, you'll drive up onto the podium and earn the title of Rally Champion. You'll also win the keys to the game's special bonus cars.

## SKID CONTROL

Let's government my conditions and loose gravel will throw your vehicle into spins, and if you don't know how to react, you'll end up over a parked car or wrapped around a tree trunk. Avoid these potential disasters by learning to turn into the slide whenever your car begins to skid out of

control. The trick is to turn your wheels in the direction of the skid and accelerate. By turning into the skid and trapping the gas, you'll minimize your chances of spinning out. If you race in rain, you can get out out of the skid, and you'll remain in control and in the roadway.



## NO TAILGATING!

Unlike a few video racing games, Top Gear Rally doesn't give you any drafting advantages when you drive close to the bumper on the car in front of you. There's no advantage to mauling on heavy traffic, especially when other vehicles can bounce you in a week and govtrols and pass-

by force you to spin out. The best way to avoid trouble is to pass each car as quickly as possible. If you're passing on a bank, cut to the inside so the cars can't swing wide and force you off the course. Defensive driving will always pay off big when you're in a crowded field.



## REVERSE AND SPIN

Straggling into a wall or other obstacles can get you all turned around, wasting valuable time as you struggle to get back on the track. Depending which driving perspective you've selected, spectators can be disorienting. You might not realize you're facing the wrong way until

you hit the gas. Switch to the external driving perspective to get your bearings. Then pull back on the Control Stick to back up and hit the gas to start racing in reverse. After you've picked up some speed, let off the gas and spin your car around until you're facing the right direction.





## ARCADE

Arcade mode is a fixed racing challenge for one or two players. You start races one lap and get five laps farther along the course as you reach each of eight segment signs. If you finish against a good driver, the best thing you'll need to worry about is making it to the next checkpoint. As you win more races in Championship mode, you'll find more secrets in Arcade mode.



## CHAMPIONSHIP

Championship mode is a 20-lap, road rally series. You begin each race in 30th place and try to work your way to the front of the pack before you complete three laps. The field gets to finish and the cars sort out together as you race through the rankings. Your progress, including best lap indicators, is lost for every track in the game, but is saved on a Controller Pak.



## TIME ATTACK

Even if you're the best Top Gear Rally driver in the world, you'll always find a challenge when you select Time Attack mode. This Attack lets you race against a ghost image of your best time around a selected track. You'll receive a fixed Time Attack course whenever you sweep first place in all races of any season in Championship mode. So if you can get them all!



## PRACTICE

Whether you want to switch for start-ups in a stormy day or learn how to maintain a constant transmission, Practice mode has everything you'll need to perfect your driving technique. It features the race courses that you've completed in Championship mode, and you can select any weather condition. If you're looking for a tough challenge, try racing in a snowy desert!



## TWO PLAYERS

If you're ready to race against a friend, check out Top Gear Rally's split-screen play. You can race head-to-head on the same track or practice, and a 1:1 zoom-in track or car view is always available for both Championship and head-to-head on the starting line. This game is split-screen perspective, and you can view a wide-angle view of the road. The only drawback we found with this exciting mode of play was that the developers didn't let gamers race in snowy weather conditions.



## PAINT SHOP

Top Gear Rally's Paint Shop contains a car detail shop with elements of Mario Paint. You'll have as much fun and spend as much time here customizing your car as you do racing on the tracks. The Paint Shop lets you apply text or geometric shapes in sixteen different colors over every pixel on your favorite vehicle. A handy mirror feature lets you copy the design from one door panel and reverse and apply it to the door panel on the opposite side of the car. This means you don't have to spend hours creating your artwork to create that asymmetrical, showroom effect. Making mistakes? Try your wits with a click thanks to the Undo command. When your makeover is complete, you can save it to your Controller Pak so you'll always have it ready for race day, even if you're racing on your neighbor's N64. Your custom paint scheme is transferable to every car except the bonus vehicles.



Highlight one of the two panels on your favorite car and go to work with a spongy brush or a wide array of paint of colors. Some paint data is saved on the head of the individual set of wheels above. After you're done, make sure you save your master piece to your Controller Pak.

# DUKE NUKEM

## 64™

While GT Interactive's **Duke Nukem 64** won't win any owards for being politically correct, this adult-oriented, action/sci-fi title will thrill Mature players with its ammunition and attitude. This month Power dissects three of the game's most challenging levels, mopping out the nastiest traps ever designed by aliens. The truth isn't out there—it's right here in your hands.



© 1994, 1997 GT Interactive Entertainment. All Rights Reserved. Licensed by Nintendo.

## DO YOU FEEL LUCKY, PUNK?

Waves of ugly, grunting aliens have invaded our solar system and it's up to Duke Nukem to save the day. Unless you've been living under a rock, you've probably heard of a similar story in an old game plot or a really bad novel. Originality and innovation don't exist in Duke Nukem's universe. The game liberally borrows script lines, settings and props from popular science fiction and action movies, poking fun at Blockbusters like *Alien*, *The Hunt for Red October*, *Total Recall*, and *Independence Day*. It looks, feels, scares and even sounds suspiciously like *Doom*, but the hero's obnoxious attitude and low-brow humor are like nothing anyone has ever seen before on the N64. One could suggest that Duke were in a class all by himself—if he had any class at all.

Aliens have invaded earth and Duke must save the day. You begin the game in the control room of the United States and set off to smooch everything in the solar system.



## NOT A CARBON COPY

Duke Nukem 64 isn't a carbon copy of its popular computer counterpart. Even if you've already incremented everything in the computer game, you'll find new levels and secret areas to demolish on the N64. But, depending on your tastes, you may find that Duke Nukem 64 falls short of your expectations. The graphics are crisper on the computer Duke than on Nukem 64, but there's only so much you can expect from a television when you compare it against an expensive computer monitor. The story's gore and adult themes earned the N64 title a Mature rating, but Duke Nukem 64's attitude and content have been toned down in contrast to the original game.



BT interactive's Duke Nukem 64 features new levels and secret areas you won't find in popular computer versions of the title.



## "COME GET SOME!"

### DUKE MATCH

Two to four players can duke it out with high-powered weapons in a multiplayer Duke Match. While the game's graphics aren't as crisp as the multiplayer combat modes you'll find in games like GoldenEye or Star Fox 64, Duke's unusual weapons are some of the best in any multiplayer arena. There's nothing quite as fun as blasting your foes

down to the size of a bug with the Shrinker Gun before you crush them beneath your boot.

Simply get a wide-angle view of the action when they select a two-player Duke Match, while four players will see a smaller, quarter-screen view as they stalk each other in one of two multiplayer arenas.



### POTTY HUMOR

Besides Portable Med Kits and other first aid, Duke Nukem includes unusual methods for restoring your health points. Try taking a sip of water from a drinking fountain, or making a rest stop at the nearest public restrooms.



Restrooms and drinking fountains will restore your health points. Since the aliens know this, they tend to hang out at the watering holes and rest stops. Take out the fees without killing the Sixers.



# THE ABYSS

The Abyss is a deceptive maze comprising hidden switches, tricky jumps and an unhealthy helping of hot lava. Your objective is to blast your way into Battle Lord's secret base buried deep beneath the San Andreas Fault. There's only one key card in the entire stage, so you'll need to look closely for the switches and secret passages that will take you to the next level.

1

This giant cog gear will fire up anything that slides across the desert rocks. Select the targeting crosshairs (shown on the Player Option Menu) and blast the cog before it starts you. If you adjust the grenade launcher's trajectory and move the crosshairs above the target, you'll launch the cog out with a single round.



2

If you have fuel in your jet pack, you can sludge the greasy creaks on the ledge and fly directly to the Blue Key Card. If not, lean against the wall end by using your legs to fly over. Beware not to take out the two rings on the cliff above your head or they'll do some serious subtraction on your health points.



3

This is the fail-safe point above the final river you can reach without a massive earthquake or a passing outdoor breeze blowing the broken buildings over the falls. Collect the night vision goggles in the corner, restore your health, and work your way back up the creek to Points 4 and 5 on the way.

4

The Blue Key Card will open the chain-link fence and get you inside the first part of the Abyss maze. Use the night vision goggles to find the pipe banks and read the clue "Go With the Flow" — a hint about the toxic river leading down the canyon. Head for Point 5 before we get swimming.



5

This pipe bank ending like the San Andreas Fault. Use the jet pack to get up to the essential pipe bank in the new catch. You'll trigger an earthquake when you stand next to the movement. The tremor will return the rift to sliding into the Abyss.





- 6** After the earthquake subsides, leap from the left side of the neonatal plug and (you'd think) it on the map. You'll find an Atomic Life Powerup on a ledge far below. Use your jet pack to break the impact of the crash.



Jump or you'll lose your health points getting back to the ground.

- 8** The grumbly blue ball of light blasting through the open hole won't hurt you, but it will shove you down to the size of an action figure. After you've been hit by the light, make like a sewer rat and scurry through the usual hole leading out of the chamber. Herry or you'll pop back to normal proportions while you're still in the hole.



- 10** If you climb up the rocks in the wash of a barry, you'll take the wrong shortcut to the reactor. Run around and as likely you'll miss the popgun, so you'll be in for right now.



- 12** This stinky, dark over-the-ear you didn't to the first room in this stage. You'll need to rely on your night vision goggles to spot and dispatch the enemies before they can see you.



- 14** There's an alien security post next to the door leading into the alien chamber. He's actually doing double duty since there's a secret door directly behind him. Use your night goggles to locate the entrance.



- 7** You need to break off all of the palm print sensors in both greater chambers to give a notch or two to the Alyos. This second courtyard will appear a new second notch in the lava hole to the right. Toss the palm print at the top of the stairs, then pop off the stairs and climb onto the platform rising out of the ground. If you still have fuel in your jet pack, you can hover up to the platform as it rises toward the ceiling. The palm print at the top of the platform will open the tunnel leading through the rest of the Alyos.



- 9** Your rebarbed boots will keep your feet from sinking in toxic green sludge, but every step of toxic will dip into the extreme heat. Run across the lava before you lose your sanity.



- 11** Are you in the mood to party? There's a fantastic dance and a party mix of Atomic Health Powerups on top of the rock bridge above the lava river. Blast over the canyon in the void and climb along the passage filled with ammo and health kits, then search along the river for an island with a rock and a palm print. If you track the palm print and continue jumping up the ledges around the lava flow, you'll encounter a fly and up out to the dance floor.



- 13** Leaping across the jagged chamber corridors, the alien chamber can be one of the toughest tasks in the entire game, especially if you have problems jumping the distance between each ledge. If you still have fuel in your jet pack, fly to the stairs on the other side of the chamber. If you don't have a jet pack, take your time and carefully line yourself up with each ledge before you make your leap.



- 15** While most stages end when you find and smash a Self-Destruct button, the end of the Alyos is a leap of faith into a dark, alien pit. Press the alien claw print to raise the cart above the void, then drop into the trapdoor of the Shuttle Land.





# WARP FACTOR

You've been deep-frozen in deep space. Warp Factor is a tiny ship packed with alien fiends who sneak around and wait to ambush you in areas you thought you'd already explored. You can't fight the enemy with high explosion when they're standing in your face. The key to survival is knowing when to anticipate an attack so you can get them before they get you. If you take careful note of the strategy tips on these pages, you might live to see the horrors waiting for you on the next planet. Then again, you might prefer to curl up inside an empty cargo hold.

**1** Many explosive hazards are waiting to blow in on you as soon as you board the ship. The best way to deal with these pests is to shoot grenades into the room as soon as the door opens. Launch the grenades at an angle off the walls so they bounce into the corners of the rooms. If you also head-on at the walls, the grenades will bounce back inside your elevator.



**2** Most of the square panels in this cargo bay are locked, but you'll find a device in a corner in the one next to the enemy. Keep an eye out for blue energy to sneak up on you during your escape attempt.



**3** The left elevator is badly trapped. You'll catch a man being going down the shaft, but it's the only way to get the Blue Key Card. Clear out the remaining aliens hiding in the rubble. Look for the card in a hole at the back of this chamber.



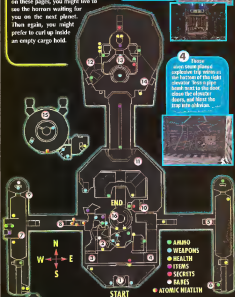
**4** These alien traps placed explosive trip mines at the bottom of the right elevator. You'll see pipe bombs next to the door above the elevator doors, and blast the trap into oblivion.



**5** Now it's the Blue Key Card to give access to the west-south elevator leading to the ship's starboard engine. There's another explosive alien waiting to blow in on you the moment the elevator door opens. Have your grenade launcher ready so you can bounce explosive down the corridors ahead of you.



**6** To open the last door in the back of the starboard engine, flip the switch next to the window that looks out across the stars of the ship. In the floor inside, you'll find a red pistol clip containing red laser-beam bullets. Flip the switch near the wall to take the automatic laser weapon's handle from the starboard engine to the port.



7

You'll want to use your **sticky grenades** (setting) to stick out the doors, watching the corridors inside the port engine. The **Yellow Key Card** is locked away in a sack, but if you press the cable button on the side of the car, the sack will open to give you the key. Push the button inside the sack before you leave, then jump and take the elevator down to Point B on the map.



8

You're back in the room you blew up your fuel in the stage, but now you can grab the **Three Masses** (find) power-ups you couldn't reach before. Watch out, or you'll get burned by steam spraying from a broken pipe.



9

A couple of heavily armed aliens are waiting to ambush you when you reach the front of the port engine. Dispatch them with the grenade launcher or the pipe handle, then remove the turbo labeled the transporter controls.



10 11

If you've played your cards right, you should have full health points and full armor (not right now). The doors will get hotter than the water you're in, so you need to be careful. With all this good stuff, you know that there's no time to catch. When you agreed that would not happen the **Yellow Key Card**, you triggered some sort of alert alarm. Every corridor is crawling with enemy aliens in all shapes and sizes. Keep your eyes about you and continue your comparison until you've returned to the common working for you on both sides of the yellow door.



12

Someone is watching behind all the lights inside the reactor chamber below the ship's bridge. Activate your night vision goggles and use your reflexive eye or grenade launcher to blow up the lighting system. Run up the only ramp in the room and eliminate the secret door behind the map.



13

You could have gone through the secret loading area this corridor or room, but by bumping through the trap you've now found all the alien waiting to ambush you inside the reactive chamber. Listen closely and you'll hear their banging on the doors. Look up on the screen in the room and hit the switch in the corner to deactivate the force field surrounding the ship's reactor.



14

Now that the aliens have closed themselves upon against the closed doors, complete the reactive chamber and open the storage bin. You can't reach the turbine high in the corner, but you can lift it with a belt. Run to the other side of the room and jump through the secret door before it closes.



15

This is made it all the way to the bridge if you finish to take that one possible set of the well-stocked and thoroughly broken room, make sure it's the Atomic Health power-up, next to the ship's reactor. This place is just a little bit next to feel more. If you go to the observation corner, there's more to do. The really old, make sure you never turn your back on the door. If you have a moment, make sure you're with the laptop computer on the desk and open on the door to the facility's facility. If you don't have a moment, make sure the alien machine, then tap the buttons on the laptop—the door will still open after you've downloaded every thing else in the room. Get the captain's quarry into the launch in the Facility's Facility House and make your way back down to the reactor core at Point B on your map.



16

If you're expecting a steady pace of action, you won't have to wait too long through the radioactive rock to the elevator at the center of the ship's reactor core. But if you've worn holes in your soles, you'll have to wait to avoid looking like a microwave oven. Next the final alien crew waiting for you at the end, then punch the Auto Destruct button and break down to the Fusion Station.





# TIBERIUS STATION

We would venture to guess that a mission-spiritual programmer designed Tiberian Station so gamers would never suggest that Duke Nukem 64 is an easy game. You'll be so badly outnumbered in this overcast outpost that your only chance for survival is hiding in the cramped ventilation ducts throughout the facility. The only problem with this strategy is that the aliens are, drawn to heat, and the conditions inside the warm, dark vents are ideal for hatching eggs and raising hungry young offspring. The odds are unfairly stacked against you, and these tips are your only chance for getting out alive.

- AMMO
- WEAPONS
- HEALTH
- ITEMS
- SECRETS
- BABES
- ATOMIC HEALTH



1

Hit the switch on the far right side of the chamber, then run across the room to the open Supply Room door before it closes. Repeat the same trick with the switch on the left side of the chamber room to open the door to the storage Armory.



2

Throw or walk on anything for you around this corner. Even if you're not, along buildings will drop from the dark shadows near the end of the Armory corridor. Take a detour by blowing a hole in the wall and looping up into the ventilation system.



3

The ventilation ducts are creepy places to explore, but they can be weapons for your Secret Place areas at the end of the stage. Stick to your guns and reach high explorable in those tight quarters. You'll need to save your highest Stewarts for the bravest hunt near the end of the level.



4

These alien traps will be a little bit of fun (just) to find out that you've dropped into the Central Control Room via a broken air vent, but there's not a lot they can do about it once you're in the Blue Key Card. Resort to using your Hologram when things get hot and you need to create a diversion so you can make a hasty retreat. Don't forget to blast the slimy aliens off the ceiling in the next room before heading outside the control room.



5

You'll find a hidden door next to the cargo door that you could open from the Control Room. Enter into the alarm console in the nearest room, then pick up the spare communication rig goggles and the bottle of Vitamins X. If you're low on health points, this is a good time to revive, as you're heading through the bronze door leading to Point 5 on the map.



7

Turning the corner in the hallway leading to Point 5 is extremely difficult, especially if you're low on health points. If you're looking for a rest break, make a left into the bathroom at the beginning of the hallway. There's no place taking a break is the only stall outside the room, but if you aren't in a tux, you won't damage the porcelain fixtures. When you're feeling better, take a shortcut at grenades around the corner and follow until the remaining loop at the end of the hallway. Your Blue Key Card will get you through the locked door.



10

You can reach the room next to the Control Room if you use your jet pack to fly inside the ventilation duct in the lower right corner near Point 6. Crawl through the corridor until you see a pink glow reflecting through the vent. Make sure that you grab the wire like a ladder.



12

If you defeated the monster by shooting into through the ventilation shaft at Point 6, you'll have all the time in the world to explore this final chamber—just make sure that you destroy the alarm traps hatching next to the door. You can't open the double doors at the end of the room because they're locked from the other side. If you're looking for the exit, you'll need to blast the orange radioactive capacitors and climb through the ventilation shaft on the other side of the fan. When you reach a dead end, jump for the ledge above your head and continue through the passage. You'll come out in the other side of the locked double doors. Blast the alarm traps as they do so that you can reach the Jet's Control Room. That's done here, but the game is far from over. Look for more Duke NiJmek strategies in an upcoming issue of *GamePro* magazine.



6

If you still have a jet pack, you can blast open the vent and crawl straight to the room's end to the exit. When this shortcut might seem appealing, there's a massive blast waiting to blow you for launch just before the end of the stage. Wait up in the vent until you see a hidden door opening (note room stretched with extra grenades).



8 9

The Red Key Card is in the bottom of the stinky green pool. Wading in this lower level will cover down the perspective being a good use bonus, and attempting to wade with the monsters beneath the gray surface will quickly wear down your stamina. Get the Red Key Card at Point 8, then, if you still have any stamina left, look for the entrance to the secret area near Point 6. Just remember to get in the Atomic

Health power-ups before your health points run out.



11

You can use the Red Key Card on the door next to the room with the jet pack, opening the lock, but there's no easier way to bypass this final door and win the battle without getting hit. Stand outside the door and use pipe bombs to blow the monitor up to the door, then fly up to the vent you found at Point 6. The monster will wait for you at the other end of the vent, but he's too large to come in after you. Instead, in your hole while you blast him with your gun. It's almost too easy!



Dual Heroes introduces a new breed of fighters with characters designed by the artist behind the Power Rangers and AI that's smarter than the average fare.



# DUAL HEROES

© 1997 Hudson Soft

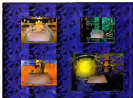
## A Double-edged Duel

There are two sides to every story. In the case of Hudson Soft's Dual Heroes (due out in spring, 1998), one side is that it's your basic tournament fighting game, with eight fighters from colorful backgrounds ultimately facing off against four ruthless boss characters. The other side of Dual Heroes is that, besides challenging the CPU fighters, you can challenge virtual gamers who exist in the game's virtual arcade. The nine gamers are old pros at playing Dual Heroes, and, with their personal sets of AI and fighting styles, they'll control their favorite Dual Heroes to beat you in a two-player matchup. So even though you may think that you can figure out a fighting game's CPU fighters, you'll still have the flip side of Dual Heroes to reckon with when you take on its extra set of clever AI virtual gamers.



## Choose The Arena

Almost everything in Dual Heroes has a dual nature: The game takes place in four arenas, but there are just two basic arena styles. One style is a ring enclosed by a force field, in which you can corner opponents against the barrier. The second arena is of the floating variety, where one misstep off the unenclosed platform can send a hero plummeting to doom.



Your style of fighting will depend on the style of arena you choose. Enclosed arenas are perfect for pinning opponents in corners, while floating arenas are better suited for those who can hold their ground.



## CREATE YOUR HERO

### PLAYER REGISTRY

Look up what makes a particular opponent the toughest in a wide variety of situations at your favorite platform. He'll be the hero to challenge your own prowess and test your skills in the arena.



### MEDALS

By earning an achievement from the story Medals or by collecting a medal during a match, you will earn a personalized medal that you can show off your friends at Park.



### VS. A FRIEND

With your newly earned or Control in a life, you and your friends can test your skills in a head-to-head match. For each in their own special set of stats, by challenging one another in the Dual Heroes Guild.



## The Players behind the Fighters

If you don't have someone to fight against in a two-player bout, try challenging the more distinct virtual gamers. Hudson Soft has programmed the AI gamers to have their favorite fighters and fighting styles, so while the CPU version of Kuno may prefer to use special moves, the virtual gamer may control Kuno to use cheap shots.



Like the Dual Horus, the virtual gamers who control the fighters have their own identities. You can challenge gamers as diverse as a 9-year-old set of twins, a 27-year-old cyberpunk, or a cryptid masquerade. The AI gamers will control their favorite Dual Horus (Sagittarius below) in yellow differently, making the game as unpredictable as playing against a real person.



## The Virtual Gamers

KINOSHITA



JOHN



REIKO



YUKI & JUN



TAKEMARU



ZARA



GUN

ZEN-GAI

ZEN-KURO

YARVAZAKI



BILL



ROBOT



REICU-ROO

JULIE

ALL FIGHTERS



# The Fighters

## GAN



Kame is advised, as, naturally, most of her moves involve fancy footwork, such as leglocks. Even her basic kick poses a major threat.



## JUNE



A brawler (in Australia, by day, super fast) she is quick with the kicks and can sweetly blackmail an eye with her green thumb.



## ZEN



Trained as a ninja, the cyberneticist is quick upper and lower body attacks, making her one of the game's more balanced fighters.



## NOE



What Gan lacks in brains, he makes up for in brute force. The scientist's lack of a little more power than his enemies' do.



Gan was born to fly. The space pilot can spin in the air like a whirling dervish and whip enemies with the wing-like blades on his back.

## KUNG

The bone beast (who apparently fights right while performing on Broadway in Catal) uses his agility to slow past opponents.

## HANA

Zen has perfected the art of fighting dirty. The commander gets away with cheap moves, such as locking opponents when they're down.

## RETSU

Noe is a master of lung-fu who also specializes in wrestling moves and locks, such as the Tonic elbow slam.

## GUN

## SUPER POWERS

### SPECIAL MOVES



Special moves of each fighter are explained in this section. They usually require holding up or down buttons. Power will be explained in the Color Guide.

### CRYSTALLIZE



Each Dual Hero has a special ability. In this case, it's the power to encase the enemy that will catch you off guard. It's a good idea to use it when you're in a bad situation.





**MAYBE THIS IS WHY HE  
DRIVES THAT KART SO FAST.**



**WHY IS EVERYONE RACING TO TACO BELL?<sup>®</sup>**  
**Because Nintendo<sup>®</sup> is at Taco Bell in a way**  
**you haven't seen before. If you're a**  
**Nintendo fan, you won't want to miss it!**  
**And while you're there, pick up one of five**  
**cool toys inspired by the Nintendo game**  
**experience. So get to Taco Bell today!**



Donkey Kong<sup>®</sup>  
Tron Mazzi



Mario Kart 64<sup>™</sup>  
Joylick



**NINTENDO<sup>®</sup> AT TACO BELL<sup>®</sup>**

For kids ages 3 and up. Toys subject to availability while supplies last at participating Taco Bell<sup>®</sup> locations. Alternate toy available for kids of all ages. Purchase required.



™, ® & the "N" logo are trademarks of Nintendo of America Inc. ©1997 Nintendo of America Inc. ©1997 Taco Bell Corp.

# KIRBY'S DREAM LAND 3

KIRBY'S DREAM LAND 3 IS ONE ACTION GAME FOR THE YOUNGER CROWD THAT DEFINITELY DOESN'T SUCK, EVEN IF ITS HERO DOES. READ ON TO FIND OUT HOW A LITTLE GUY WHO'S A CROSS BETWEEN A PUFFY PILLOW AND A BIG, PINK BALLOON CAN PROTECT THE ENTIRE PLANET OF POPSTAR FROM AN ALIEN INVASION.



©1997 HAL Laboratory, Inc./ Nintendo

## CLOUDS OVER DREAM LAND

Kirby has all the muscle tone of a marshmallow, but he's one tough crowmpuff! So tough, in fact, he's starred in nine previous games. In *Kirby's Dream Land 3* for the Super NES, Kirby must slurp his way through 30-stages of sandy-colored action to drive back the Cloud of Dark Matter that's turning the inhabitants of PopStar toward evil. As usual, Kirby's standard method of attack is to inhale his opponents; if he doesn't swallow them, he can spit them back out as glowing stars to defeat other enemies.

Less experienced players will find this game challenging, but not frustratingly so, while the two-player mode will offer lots of cooperative fun.



*Kirby 3* includes several old friends and many new allies, including Gooey, who is especially helpful in the two-player mode.

Several exciting mini-games are mixed in with the side-scrolling action stages.



You'll explore the different lands across the surface of PopStar, each with its own action stages and boss stage.

## FUN WITH GOOBY

Having a squishy superhero is Gooby, a gumball-shaped goody who has the same powers as Kirby. Kirby will lose some energy when you call Gooby, but he can regain the power by inhaling his gummy pal. In a one-player game, Gooby will tag along automatically and battle any enemies that come in range. In the two-player mode, the second player will control Gooby.



## COPYCATS &amp; POWER-UPS

Both Kirby and Gooby can absorb special powers from certain enemies. By swallowing opponents, rather than spitting them out, if you swallow an enemy with a special power, you'll copy that power and be able to use it as your own.



Swallowing the same type of enemy will give Kirby and Gooby similar abilities. If you don't like a power-up, you can spit it out and inhale another.



## FIRE

Swallowing enemies with the Fire power will give you the ability to breathe a cooling fireball. Press Y to light it and through the enemies or obstacles. You can't change the color while you're breathing, but your flame will protect you from most attacks.



## STONE

The Stone power isn't spectacular, but it can be useful. With it, you'll have the ability to turn into indestructible rock. You can't move or attack while in stone form, so you may have to wait until the danger passes before reverting to your squishy self.



## PARASOL

Only Kirby could turn a Parasol into a lethal weapon. In his puddle in the hands, the humble bumbler drops so no powerfully any sword. You can still hold it over your head as an extra bit of protection in a shield. Similarly, it's trickier of a lot tougher than it looks.



## BROOM

With the Broom in hand, you'll be able to sweep all enemies of enemies and obstacles out of your path. You can't actually blow to reach enemies with the Broom itself; the clouds of dust that it lets up are powerful enough to blow any Dark Matter enemies away.



## ICE

The Ice power will allow you to turn your enemies into ice cubes with a single peck that you only breath. You can then push the blocks and use them as battering rams.



## NEEDLE

Swallowing enemies with the Needle power will give you the ability to shoot a stream of needles. At the touch of a button, you'll have a cool of prickly power will automatically be available in your enemies' grids.

## CUTTER

The Cutter will allow you to make an impression on your opponents. Press Y to throw a razor-sharp boomerang to the edge of the screen. It will cut down enemies coming and going.



## SPARK

The power will do more than just give you a spark in your eye. It will turn you into a long lightning bolt. Anyone who comes close to you will surely receive a shocking discovery.

## POWER PICKS

The most effective powers are ranked as follows. These ranked with a triple asterisk are less powerful and can take a bit of practice to use well. The lowest ranking, or X, goes to the Stone power.



# FRIENDS INDEED

Some of Kirby's friends have escaped the Dark Matter, and learning *abilities* over time will also give you new abilities. If you team up and then absorb a special power, you'll end up with yet another, different ability. Here are just a few of the many combinations.



## COO

If you team up with your feathered friend, Coo, you'll fly much faster and faster than usual. Strong winds and bad weather are nothing to him, and you'll be able to maneuver over and around many obstacles that would normally give you pause.



### SPARK

Combine Coo and the Spark to fire a devastating lightning bolt from the air.



### CUTTER

Coo will turn the Cutter into a always-ready projectile. Use the Control Pad to shoot at angles.



### ICE

Slow down the ice to any power! With a triple-barreled laser cannon, your shots will freeze enemies.

## KINE

Kine normally makes his home in the deep blue depths of PopStar's secret oceans, so, as you probably expect, he's not particularly comfortable on land. In the water, though, Kine is your only choice for traveling companion and comrade-in-arms.



### FIRE

If you swallow the fire, you'll be able to blow flame rings above and below the waves.

The Spark power will give you the ability to light up even the darkest depths.



### SPARK



Transform the smooth-skinned Kine into spiky gopher with the Needle power.



### NEEDLE

## CHUCHU

We don't know if ChuChu is related to Kirby or Goopy, but she has one power they don't: the ability to stick to ceilings. Her protoplasmic arms reach as far as Goopy's tongue, but without a copied power, she won't contribute much to a battle.

ChuChu will transform the Sparks into a star ball of energy that will bounce off some obstacles.



### SPARK



### STONE

With the Stone power, ChuChu will swing you around in a circle and knock any incoming opponents for a loop.



### NEEDLE

Swallowing the Needle will turn ChuChu into a protoplasmic porcupine.





## NAGO

The clever cat known as Nago is one of Kirby's new friends. His legs don't look like much at first, but they can launch you into an awesome triple jump. Nago's one disadvantage is his larger size, which makes him (and you) more of a target for enemy assaults.

Nago will use the braces to turn Kirby into an indestructible "kartboard." Press Y to build a ground-based entrance.

### BRACE



### WHEEL



In Nago's paws, the kartboard will become a rapid-fire gun that shoots at various angles.



With Nago to back you, your Fire breath will become a spending well of flame.

### FIRE

## PITCH

Pitch can't fly as far or as long as Coo without taking a short rest, but he could probably break a few land speed records. Combining Pitch with the various powers will produce some of the best attacks in the game.



Riding up with Pitch will greatly increase the range and power of your Ice breath attack.



### FIRE



The Fire power will send Pitch into a swirling bonfire, letting it fly out and back automatically.

### SPARK



With the Spark, you can launch an electric Pitch and use a remote control to direct his flight.

## BACKTRACKING

Only Kirby or Coosy can turn up at one time. If you're turned up at the end of a stage, your friends will follow you to the start. You can enter completed stages to find or switch friends.

## RICK

Last, but not least, is the sure-footed Rick. He's a good leaper like Nago, but his best trick is walking on icy paths without slipping. His one, glaring weakness is that he can't inhale well, leaving you vulnerable if you don't have a special power already.

### STONE

This is probably the best Stone combo. Kirby will roll Rick along the ground.



### FIRE



Rick absorbs the best Fire combo. He'll become a walking fire-breather!

### SPARK



If you're turned up at the end of a stage, your friends will follow you to the next. You can re-enter completed stages to find or switch friends. When you're done, press Start and then Select to exit.



# DREAM LANDS



Once you get through every stage and defeat the Dark Matter menace, your quest won't be finished. To complete 100% of the game, you must also fulfill a secret mission in each stage. We've outlined some of the more mysterious missions below, and you'll find some helpful hints for defeating the bosses of levels one through four, as well.



## LEVEL 1

The tranquil Cross Land is your training ground. You'll find most of your friends and a good sampling of power-ups within the first few stages alone, so you'll be able to experiment with most of the available team-ups and combination powers.



To earn full credit for Stage 1-1, avoid stepping on the flowers.



## WHISPY

Whispy's mind has been clouded by Dark Matter, and it's turned him into one

unhappy camper. (While the fruits and veggies that he tosses and spit stars in his face threaten, he'll charge at you first, and you'll have to peg him three more times on the run.)



Team up with Choo-Choo and use her laser attack at this point.



Defeat the mini-boss in this stage and rescue a kidnapped monkey from his evil clutches.



Team up with Kine and take her with you through Stage 1-5. He may come in handy very soon.



Bring Coo along with you and see where his super- or flying ability takes you.



## LEVEL 2

Things get confusing in Ripple Field, especially in the Stage 2-6 misde. Take the top path, switch to the bottom path, then switch to the path that's second from the top. You'd do well to team up with a friend who can fly far and fast.



Combine Pitch and the Brown. Use the water attack on the plant.



Team up with Rick, Kae or Coo and use the Parasol power at the point in the stage.



If you finish this stage with Pitch in tow, you'll do just fine.



Defeat the mini-boss and rescue a wayward frog for full credit.

## AERO

Aero's attack will dislodge rocks from the wall. Inhale them and spit them back. After you hit Aero four times, the battle will head underwater. Blow bubbles to knock objects right back at him.



Take a good look at the character that respawns in Stage 2-6 on the map screen. Use these blocks to make a picture of the boss.







You'll be introduced to many new enemies among the dunes and crags of Sand Canyon, some of whom have powerful long-range attacks. You won't have many opportunities to absorb special powers in some stages, and you should be careful of the indestructible cannons.



Your mission here is to stomp the flowers, but save the trash-room items.



Be a good blob and clean the dirty floor with the Broom Thanks, Kirby!



In this water maze, follow the lower and then the middle paths to the enemies.



The only secret here is to finish the level with Ori-Chaina your teammate. Just be careful along the way!



## DON & CON

Avoid the running rodents as best you can. Inhale the little badgers and foxes and spit them back at Don and Con several times. Once one of them is gone, the other will run faster. You can drop through a platform by pressing Down on the Control Pad.



## ADO

Ado's paintings will come to life and attack you. Once again, look for things you can inhale and use as ammo. Crouch down to avoid the aerial attacks from the Sun and the Moon.



Strong winds and storm clouds are just two of the dangers you'll encounter in Cloudy Park. Here's a chance for Coo or Patch to really shine. A lot of the stages are set among the clouds themselves, and enemies will attack from behind the wings and puffs.



Deal all the flowers in the stage using either Rick or Coo and the Broom.



Make sure you grab the Noodle power somewhere in this stage. Pop the balloon to save the clock.



Team up with Coo to find and defeat the rain-bow to rescue an orange—an orange!



After some of the other secret rain-wars, finishing this stage with Rick will be a piece of cake.



## GO WITH GOOEY

Later back, traveling with Goopy is the only way to go. If he starts taking damage, simply swallow him and then press A to call him up. In H-1, pop out, good is now! In the one-player mode, Goopy will use his basic tongue attack only, but in two-player mode, he can copy powers as easily as Kirby does. The one drawback to the two-player mode is that only one character, Kirby or Goopy, can join up at a time. You will, however, still have twice the firepower you normally would!



# COUNSELORS'

## CORNER

### STAR WARS: SHADOWS OF THE EMPIRE

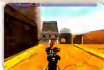


#### HOW DO I GET THE ROOFTOP CHALLENGE POINTS IN MOS EISLEY?

The third and fourth Challenge Points in Mos Eisley are the toughest to get in Mission Six. Make sure you wipe out the Swoop gang before you start hunting for Challenge Points. Jump diagonally to the right across the second ramp in the stage to the roof with the third Challenge Point. Step your bike on the roof and line yourself up with the fourth Challenge Point on the awning across the street. If you accelerate fast enough, you'll nab the bonus.



Jump diagonally across the second ramp in the stage to pick up the third Challenge Point, then step on the awning and step on the roof.



Line yourself up with the fourth Challenge Point on the awning across the street. If you accelerate fast enough, you'll reach the awning.

?

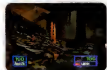
#### HOW DO I DEFEAT IG 88?

?

IG-88 is a jet-pack-toting silver robot waiting to nab you at the end of the Old Maxmill Junkyard in Mission 4. Luckily, there is a secret place where you can ambush this high-flying bounty hunter. As soon as you enter the area,

jump down from the train and walk to the wall, where you'll see two openings. Take the left entrance and run up the ramp to two alcoves, one filled with junk and the other empty. Enter the junk-filled alcove and stand between the two red

pieces of scrap metal. Keep your back to the wall and wait for IG-88 to appear, then shoot between the two pieces of metal. If IG-88 tries to hit you from a different angle, back up or step to the left or right to avoid his fire.



Jump off the train and start running for the junk-filled alcove at the top of the left ramp.



Stand between the scrap metal with your back to the wall and wait for IG-88 to drop in.



Slide to the left or right or back up if IG-88 tries to shoot at you from a different angle.

## WHICH WEAPONS WILL DESTROY THE MOTHER DEMON?

The Laser, the BFG 9000 and the Rocket Launcher are the best weapons to use on the Mother Demon. The key to victory is starting the fight with the Laser. If you found all three Artifacts, you can charge the Laser to full power. The Artifacts are located in Level 29: Outpost Omega, Level 30: The Lair, and Level 31: In the Void. The Artifacts can also be used as keys to seal off the monster portals in the Mother Demon's lair.



The Laser, the BFG 9000 and the Rocket Launcher work best against the Mother Demon.



To reach cut your Laser power, you'll need to use the three Artifacts found in Stages 29, 30 and 31.

?

## WHERE IS THE SECRET EXIT LEADING TO LEVEL 31?

?

The secret exit leading to Level 31 is in Level 18. You can finally find and activate the secret exit when you have the Yellow Key. As you enter the Yellow

Door, turn left and climb the stairs. Listen closely until you hear a door open. Run back through the Yellow Door and follow the left wall around the corner. If you enter

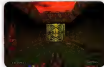
the small room fast enough, you'll reach the secret exit before it closes. If you don't reach it in time, retrace your steps to the Yellow Door and try again.



As you enter the Yellow Door, climb the stairs and listen for the sound of a door opening.



Run back down the stairs and follow the left wall to a small room—you'll see the secret exit.



The secret exit is open for only a few seconds, so if you don't make it, go back and try again.

?

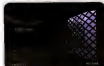
## HOW DO I WARP FROM THE FIRST STAGE TO THE LAST?

?

To warp, you must destroy all ten barrels in the first level except for the one just to the right of where you start the game. After destroying the barrels, take the teleporter in Secret Area 2. To find Secret

Area 2, enter the Blue Door and follow the right wall up the steps, then turn around and jump into the door that appears inside a pillar. Press the switch inside the alcove, then exit and walk into Secret Area 2. Take

the teleporter and destroy the barrel on the right. As the barrel explodes, jump through the door behind you and take the secret exit in the left wall.



Destroy all of the barrels in the first stage except the first one you see at the beginning of the game.



Go through the Blue Door, then work your way into Secret Area 2 and enter the teleporter.



Destroy the barrel and run through the door behind you. The secret exit is in the left wall.

# ▶ GOLDENEYE



## HOW DO I DEFEAT XENIA ONATOPP?

**T**here's a trick to defeating Xenia on the bridge in Mission 7-1, and if you do it right, you'll survive the battle without a scratch. It's important to remember that neither Onatopp nor any other guard in the game will fire diagonally across a bridge or catwalk railing. Wait until Xenia appears, then step to the left or right of the bridge and unload your AR33 as she runs toward you. If your aim is true, Xenia won't make it halfway across the bridge.



Wait for Xenia to appear on the other side of the bridge, then side-step and start firing your AR33.



Xenia won't fire diagonally across the bridge, which means she can't hit you!

?

## HOW DO I BUY MORE TIME IN ALEC'S TRAIN TRAP?

?

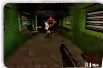
**T**his trick will buy you valuable time while you're making your escape from Alec's Train trap. When you reach the end of the train, target General

Ourumov and dispatch him before he can take out Natalya. As you shoot, you'll see a blast door dropping behind the slumping General. If you look closely you'll see

the shadows of Xenia and Alec. You'll have to shoot fast, but if you hit Xenia, Alec will have to help her before priming the explosives on the train.



Take out the General before he can shoot, then target the shadows behind the blast door.



The trick to buying time is to hit Xenia before the blast doors seal you inside the car.



If you hit Xenia, you'll see her message to Alec, asking him to wait for her.

?

## HOW DO I RECOVER THE GOLDEN GUN?

?

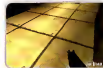
**T**o reach the Golden Gun, you'll need to step on the correct floor tiles leading up to the gun podium. This hidden path is outlined by

arrows on the map to the right. While it's possible to destroy the four drone guns in each corner of the room, there's no way to break the bullet-proof glass surround-

ing the gun. If you make a mistake and accidentally set off the trap, you can still escape if you reach the door as the drone guns activate. The trap will reset after you leave the room.



Even if you destroy the drone guns, it's impossible to break the glass around the Golden Gun.



Keep the floor in view at all times. One misstep will trigger the drone-gun trap.

# ► MOLE MANIA



## HOW DO I GET PAST THE ELEVENTH STAGE IN WORLD 3?

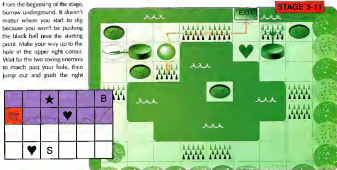
**W**hile this stage looks complicated, it's actually fairly easy to complete.

More than a few players might think that they have to push the ball past the spikes and all the way around the lake or create underground passages that utilize every hole in the stage, but there's a easy and elegant way to solve this puzzle. From the beginning of the stage, burrow underground. It doesn't matter where you start to dig because you won't be pushing the black ball near the starting point. Make your way up to the hole in the upper right corner. Wait for the two spawning enemies to march past your hole, then jump out and push the right

weight up one space and grab the heart, jump back in the upper right hole and burrow over to the hole in the upper left corner. Here's the trick: push the Black Ball down one space, then throw it backwards over your head. Push the left weight left one space, then shove the Black Ball right. The ball will roll across the top of the

screen and hit the weight you moved near the upper right corner. Burrow back to the hole in the upper right corner, wait for the enemies to pass, and jump out and push the Black Ball up into the Exit Block. Before you leave, don't forget to burrow down to the lower left corner and grab the tiny cabbage!

STAGE 3-11



In the USA Call:  
1-980-298-0707

\$1.00 per minute. Callers under 18  
need parental permission to call.

**Q&A FAST FACTS**

Or write to: Consumer Corner  
PO Box 6325, Arlington, VA 22203-0325

In Canada Call:  
1-800-451-6400

\$2.00 per minute. Callers under 18  
need parental permission to call.



### HARVEST MOON

- Q:** How many Power Herricks are in the game?  
**A:** Ten.
- Q:** What do do to the Chicken Statue?  
**A:** Try hitting it with a hammer whenever you have a chicken.
- Q:** When do I plant the magic beans?  
**A:** On the first day of spring.

### BLAST CORPS

- Q:** Why can't I select all of the vehicles on the secondary courses?  
**A:** You need to find all of the vehicles on the primary courses first.
- Q:** I found some goals in a stage, but why doesn't it show "Satisfactory" yet?  
**A:** Always remember to exit the stage through the track to save your score.

### HERED

- Q:** Which character is the easiest for beginning players?  
**A:** The easiest character to use is the Mage, followed by the Dino. They have a special attack that let you fight from a distance.
- Q:** The graphics look Macky! What do I do?  
**A:** You zoomed in on an object. Reset your view by selecting "Smooth" on the Configure Screen.

Place  
First Class  
Stamp  
Here

# Nintendo Power

P.O. BOX 97062

Redmond, WA 98073-9762



| Quantity                 |                       | U.S.   | Canada | Total  |
|--------------------------|-----------------------|--------|--------|--------|
| (Send \$1.00 each issue) |                       | Price  | Price  | Amount |
| #26623                   | Volume 171 (Dec '83)  | \$5.50 | \$7.00 | \$     |
| #26622                   | Volume 169 (Sept '83) | \$5.50 | \$7.00 | \$     |
| #26621                   | Volume 168 (Aug '83)  | \$5.50 | \$7.00 | \$     |
| #26620                   | Volume 167 (July '83) | \$5.50 | \$7.00 | \$     |
| #26619                   | Volume 166 (June '83) | \$5.50 | \$7.00 | \$     |
| #26618                   | Volume 165 (May '83)  | \$5.50 | \$7.00 | \$     |
| #26617                   | Volume 164 (Apr '83)  | \$5.50 | \$7.00 | \$     |
| #26616                   | Volume 163 (Mar '83)  | \$5.50 | \$7.00 | \$     |
| #26615                   | Volume 162 (Feb '83)  | \$5.50 | \$7.00 | \$     |
| #26614                   | Volume 161 (Jan '83)  | \$5.50 | \$7.00 | \$     |
| #26613                   | Volume 160 (Dec '82)  | \$5.50 | \$7.00 | \$     |
| #26612                   | Volume 159 (Nov '82)  | \$5.50 | \$7.00 | \$     |
| #26611                   | Volume 158 (Oct '82)  | \$5.50 | \$7.00 | \$     |
| #26610                   | Volume 157 (Sept '82) | \$5.50 | \$7.00 | \$     |
| #26609                   | Volume 156 (Aug '82)  | \$5.50 | \$7.00 | \$     |
| #26608                   | Volume 155 (July '82) | \$5.50 | \$7.00 | \$     |
| #26607                   | Volume 154 (June '82) | \$5.50 | \$7.00 | \$     |
| #26606                   | Volume 153 (May '82)  | \$5.50 | \$7.00 | \$     |
| #26605                   | Volume 152 (Apr '82)  | \$5.50 | \$7.00 | \$     |
| #26604                   | Volume 151 (Mar '82)  | \$5.50 | \$7.00 | \$     |
| #26603                   | Volume 150 (Feb '82)  | \$5.50 | \$7.00 | \$     |
| #26602                   | Volume 149 (Jan '82)  | \$5.50 | \$7.00 | \$     |
| #26601                   | Volume 148 (Dec '81)  | \$5.50 | \$7.00 | \$     |
| #26600                   | Volume 147 (Nov '81)  | \$5.50 | \$7.00 | \$     |
| #26599                   | Volume 146 (Oct '81)  | \$5.50 | \$7.00 | \$     |
| #26598                   | Volume 145 (Sept '81) | \$5.50 | \$7.00 | \$     |
| #26597                   | Volume 144 (Aug '81)  | \$5.50 | \$7.00 | \$     |
| #26596                   | Volume 143 (July '81) | \$5.50 | \$7.00 | \$     |
| #26595                   | Volume 142 (June '81) | \$5.50 | \$7.00 | \$     |

| Quantity                 |                       | U.S.   | Canada | Total  |
|--------------------------|-----------------------|--------|--------|--------|
| (Send \$1.00 each issue) |                       | Price  | Price  | Amount |
| #26594                   | Volume 141 (May '81)  | \$5.50 | \$7.00 | \$     |
| #26593                   | Volume 140 (Apr '81)  | \$5.50 | \$7.00 | \$     |
| #26592                   | Volume 139 (Mar '81)  | \$5.50 | \$7.00 | \$     |
| #26591                   | Volume 138 (Feb '81)  | \$5.50 | \$7.00 | \$     |
| #26590                   | Volume 137 (Jan '81)  | \$5.50 | \$7.00 | \$     |
| #26589                   | Volume 136 (Dec '80)  | \$5.50 | \$7.00 | \$     |
| #26588                   | Volume 135 (Nov '80)  | \$5.50 | \$7.00 | \$     |
| #26587                   | Volume 134 (Oct '80)  | \$5.50 | \$7.00 | \$     |
| #26586                   | Volume 133 (Sept '80) | \$5.50 | \$7.00 | \$     |
| #26585                   | Volume 132 (Aug '80)  | \$5.50 | \$7.00 | \$     |
| #26584                   | Volume 131 (July '80) | \$5.50 | \$7.00 | \$     |
| #26583                   | Volume 130 (June '80) | \$5.50 | \$7.00 | \$     |
| #26582                   | Volume 129 (May '80)  | \$5.50 | \$7.00 | \$     |
| #26581                   | Volume 128 (Apr '80)  | \$5.50 | \$7.00 | \$     |
| #26580                   | Volume 127 (Mar '80)  | \$5.50 | \$7.00 | \$     |
| #26579                   | Volume 126 (Feb '80)  | \$5.50 | \$7.00 | \$     |
| #26578                   | Volume 125 (Jan '80)  | \$5.50 | \$7.00 | \$     |
| #26577                   | Volume 124 (Dec '79)  | \$5.50 | \$7.00 | \$     |
| #26576                   | Volume 123 (Nov '79)  | \$5.50 | \$7.00 | \$     |
| #26575                   | Volume 122 (Oct '79)  | \$5.50 | \$7.00 | \$     |
| #26574                   | Volume 121 (Sept '79) | \$5.50 | \$7.00 | \$     |
| #26573                   | Volume 120 (Aug '79)  | \$5.50 | \$7.00 | \$     |
| #26572                   | Volume 119 (July '79) | \$5.50 | \$7.00 | \$     |
| #26571                   | Volume 118 (June '79) | \$5.50 | \$7.00 | \$     |
| #26570                   | Volume 117 (May '79)  | \$5.50 | \$7.00 | \$     |
| #26569                   | Volume 116 (Apr '79)  | \$5.50 | \$7.00 | \$     |
| #26568                   | Volume 115 (Mar '79)  | \$5.50 | \$7.00 | \$     |
| #26567                   | Volume 114 (Feb '79)  | \$5.50 | \$7.00 | \$     |
| #26566                   | Volume 113 (Jan '79)  | \$5.50 | \$7.00 | \$     |
| #26565                   | Volume 112 (Dec '78)  | \$5.50 | \$7.00 | \$     |
| #26564                   | Volume 111 (Nov '78)  | \$5.50 | \$7.00 | \$     |
| #26563                   | Volume 110 (Oct '78)  | \$5.50 | \$7.00 | \$     |
| #26562                   | Volume 109 (Sept '78) | \$5.50 | \$7.00 | \$     |
| #26561                   | Volume 108 (Aug '78)  | \$5.50 | \$7.00 | \$     |
| #26560                   | Volume 107 (July '78) | \$5.50 | \$7.00 | \$     |
| #26559                   | Volume 106 (June '78) | \$5.50 | \$7.00 | \$     |
| #26558                   | Volume 105 (May '78)  | \$5.50 | \$7.00 | \$     |
| #26557                   | Volume 104 (Apr '78)  | \$5.50 | \$7.00 | \$     |
| #26556                   | Volume 103 (Mar '78)  | \$5.50 | \$7.00 | \$     |
| #26555                   | Volume 102 (Feb '78)  | \$5.50 | \$7.00 | \$     |
| #26554                   | Volume 101 (Jan '78)  | \$5.50 | \$7.00 | \$     |
| #26553                   | Volume 100 (Dec '77)  | \$5.50 | \$7.00 | \$     |
| #26552                   | Volume 99 (Nov '77)   | \$5.50 | \$7.00 | \$     |
| #26551                   | Volume 98 (Oct '77)   | \$5.50 | \$7.00 | \$     |
| #26550                   | Volume 97 (Sept '77)  | \$5.50 | \$7.00 | \$     |
| #26549                   | Volume 96 (Aug '77)   | \$5.50 | \$7.00 | \$     |
| #26548                   | Volume 95 (July '77)  | \$5.50 | \$7.00 | \$     |
| #26547                   | Volume 94 (June '77)  | \$5.50 | \$7.00 | \$     |
| #26546                   | Volume 93 (May '77)   | \$5.50 | \$7.00 | \$     |
| #26545                   | Volume 92 (Apr '77)   | \$5.50 | \$7.00 | \$     |
| #26544                   | Volume 91 (Mar '77)   | \$5.50 | \$7.00 | \$     |
| #26543                   | Volume 90 (Feb '77)   | \$5.50 | \$7.00 | \$     |
| #26542                   | Volume 89 (Jan '77)   | \$5.50 | \$7.00 | \$     |
| #26541                   | Volume 88 (Dec '76)   | \$5.50 | \$7.00 | \$     |
| #26540                   | Volume 87 (Nov '76)   | \$5.50 | \$7.00 | \$     |
| #26539                   | Volume 86 (Oct '76)   | \$5.50 | \$7.00 | \$     |
| #26538                   | Volume 85 (Sept '76)  | \$5.50 | \$7.00 | \$     |
| #26537                   | Volume 84 (Aug '76)   | \$5.50 | \$7.00 | \$     |
| #26536                   | Volume 83 (July '76)  | \$5.50 | \$7.00 | \$     |
| #26535                   | Volume 82 (June '76)  | \$5.50 | \$7.00 | \$     |
| #26534                   | Volume 81 (May '76)   | \$5.50 | \$7.00 | \$     |
| #26533                   | Volume 80 (Apr '76)   | \$5.50 | \$7.00 | \$     |
| #26532                   | Volume 79 (Mar '76)   | \$5.50 | \$7.00 | \$     |
| #26531                   | Volume 78 (Feb '76)   | \$5.50 | \$7.00 | \$     |
| #26530                   | Volume 77 (Jan '76)   | \$5.50 | \$7.00 | \$     |
| #26529                   | Volume 76 (Dec '75)   | \$5.50 | \$7.00 | \$     |
| #26528                   | Volume 75 (Nov '75)   | \$5.50 | \$7.00 | \$     |
| #26527                   | Volume 74 (Oct '75)   | \$5.50 | \$7.00 | \$     |
| #26526                   | Volume 73 (Sept '75)  | \$5.50 | \$7.00 | \$     |
| #26525                   | Volume 72 (Aug '75)   | \$5.50 | \$7.00 | \$     |
| #26524                   | Volume 71 (July '75)  | \$5.50 | \$7.00 | \$     |
| #26523                   | Volume 70 (June '75)  | \$5.50 | \$7.00 | \$     |
| #26522                   | Volume 69 (May '75)   | \$5.50 | \$7.00 | \$     |
| #26521                   | Volume 68 (Apr '75)   | \$5.50 | \$7.00 | \$     |
| #26520                   | Volume 67 (Mar '75)   | \$5.50 | \$7.00 | \$     |
| #26519                   | Volume 66 (Feb '75)   | \$5.50 | \$7.00 | \$     |
| #26518                   | Volume 65 (Jan '75)   | \$5.50 | \$7.00 | \$     |
| #26517                   | Volume 64 (Dec '74)   | \$5.50 | \$7.00 | \$     |
| #26516                   | Volume 63 (Nov '74)   | \$5.50 | \$7.00 | \$     |
| #26515                   | Volume 62 (Oct '74)   | \$5.50 | \$7.00 | \$     |
| #26514                   | Volume 61 (Sept '74)  | \$5.50 | \$7.00 | \$     |
| #26513                   | Volume 60 (Aug '74)   | \$5.50 | \$7.00 | \$     |
| #26512                   | Volume 59 (July '74)  | \$5.50 | \$7.00 | \$     |
| #26511                   | Volume 58 (June '74)  | \$5.50 | \$7.00 | \$     |
| #26510                   | Volume 57 (May '74)   | \$5.50 | \$7.00 | \$     |
| #26509                   | Volume 56 (Apr '74)   | \$5.50 | \$7.00 | \$     |
| #26508                   | Volume 55 (Mar '74)   | \$5.50 | \$7.00 | \$     |
| #26507                   | Volume 54 (Feb '74)   | \$5.50 | \$7.00 | \$     |
| #26506                   | Volume 53 (Jan '74)   | \$5.50 | \$7.00 | \$     |
| #26505                   | Volume 52 (Dec '73)   | \$5.50 | \$7.00 | \$     |
| #26504                   | Volume 51 (Nov '73)   | \$5.50 | \$7.00 | \$     |
| #26503                   | Volume 50 (Oct '73)   | \$5.50 | \$7.00 | \$     |
| #26502                   | Volume 49 (Sept '73)  | \$5.50 | \$7.00 | \$     |
| #26501                   | Volume 48 (Aug '73)   | \$5.50 | \$7.00 | \$     |
| #26500                   | Volume 47 (July '73)  | \$5.50 | \$7.00 | \$     |
| #26499                   | Volume 46 (June '73)  | \$5.50 | \$7.00 | \$     |
| #26498                   | Volume 45 (May '73)   | \$5.50 | \$7.00 | \$     |
| #26497                   | Volume 44 (Apr '73)   | \$5.50 | \$7.00 | \$     |
| #26496                   | Volume 43 (Mar '73)   | \$5.50 | \$7.00 | \$     |
| #26495                   | Volume 42 (Feb '73)   | \$5.50 | \$7.00 | \$     |
| #26494                   | Volume 41 (Jan '73)   | \$5.50 | \$7.00 | \$     |
| #26493                   | Volume 40 (Dec '72)   | \$5.50 | \$7.00 | \$     |
| #26492                   | Volume 39 (Nov '72)   | \$5.50 | \$7.00 | \$     |
| #26491                   | Volume 38 (Oct '72)   | \$5.50 | \$7.00 | \$     |
| #26490                   | Volume 37 (Sept '72)  | \$5.50 | \$7.00 | \$     |
| #26489                   | Volume 36 (Aug '72)   | \$5.50 | \$7.00 | \$     |
| #26488                   | Volume 35 (July '72)  | \$5.50 | \$7.00 | \$     |
| #26487                   | Volume 34 (June '72)  | \$5.50 | \$7.00 | \$     |
| #26486                   | Volume 33 (May '72)   | \$5.50 | \$7.00 | \$     |
| #26485                   | Volume 32 (Apr '72)   | \$5.50 | \$7.00 | \$     |
| #26484                   | Volume 31 (Mar '72)   | \$5.50 | \$7.00 | \$     |
| #26483                   | Volume 30 (Feb '72)   | \$5.50 | \$7.00 | \$     |
| #26482                   | Volume 29 (Jan '72)   | \$5.50 | \$7.00 | \$     |
| #26481                   | Volume 28 (Dec '71)   | \$5.50 | \$7.00 | \$     |
| #26480                   | Volume 27 (Nov '71)   | \$5.50 | \$7.00 | \$     |
| #26479                   | Volume 26 (Oct '71)   | \$5.50 | \$7.00 | \$     |
| #26478                   | Volume 25 (Sept '71)  | \$5.50 | \$7.00 | \$     |
| #26477                   | Volume 24 (Aug '71)   | \$5.50 | \$7.00 | \$     |
| #26476                   | Volume 23 (July '71)  | \$5.50 | \$7.00 | \$     |
| #26475                   | Volume 22 (June '71)  | \$5.50 | \$7.00 | \$     |
| #26474                   | Volume 21 (May '71)   | \$5.50 | \$7.00 | \$     |
| #26473                   | Volume 20 (Apr '71)   | \$5.50 | \$7.00 | \$     |
| #26472                   | Volume 19 (Mar '71)   | \$5.50 | \$7.00 | \$     |
| #26471                   | Volume 18 (Feb '71)   | \$5.50 | \$7.00 | \$     |
| #26470                   | Volume 17 (Jan '71)   | \$5.50 | \$7.00 | \$     |
| #26469                   | Volume 16 (Dec '70)   | \$5.50 | \$7.00 | \$     |
| #26468                   | Volume 15 (Nov '70)   | \$5.50 | \$7.00 | \$     |
| #26467                   | Volume 14 (Oct '70)   | \$5.50 | \$7.00 | \$     |
| #26466                   | Volume 13 (Sept '70)  | \$5.50 | \$7.00 | \$     |
| #26465                   | Volume 12 (Aug '70)   | \$5.50 | \$7.00 | \$     |
| #26464                   | Volume 11 (July '70)  | \$5.50 | \$7.00 | \$     |
| #26463                   | Volume 10 (June '70)  | \$5.50 | \$7.00 | \$     |
| #26462                   | Volume 9 (May '70)    | \$5.50 | \$7.00 | \$     |
| #26461                   | Volume 8 (Apr '70)    | \$5.50 | \$7.00 | \$     |
| #26460                   | Volume 7 (Mar '70)    | \$5.50 | \$7.00 | \$     |
| #26459                   | Volume 6 (Feb '70)    | \$5.50 | \$7.00 | \$     |
| #26458                   | Volume 5 (Jan '70)    | \$5.50 | \$7.00 | \$     |
| #26457                   | Volume 4 (Dec '69)    | \$5.50 | \$7.00 | \$     |
| #26456                   | Volume 3 (Nov '69)    | \$5.50 | \$7.00 | \$     |
| #26455                   | Volume 2 (Oct '69)    | \$5.50 | \$7.00 | \$     |
| #26454                   | Volume 1 (Sept '69)   | \$5.50 | \$7.00 | \$     |

Subscriptions outside the U.S. add \$1.00 per year. Single copies \$1.00. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only.

Send no money now! We'll bill you later. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only.

|           |    |
|-----------|----|
| Subtotal  | \$ |
| Sales Tax | \$ |
| Total     | \$ |

Send no money now! We'll bill you later. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only. Payment in U.S. dollars only.

## Player's Poll—Volume 102

Here's something to give thanks to: by filling out this card and voting for the Power Charts, you'll be entered in this month's Player's Poll Contest drawing!

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_

Age \_\_\_\_\_  
Guaranteed above your votes on the mailing label  
 Telephone No. \_\_\_\_\_

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

- A. Super NES 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_  
 B. Game Boy 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_  
 C. Nintendo 64 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_  
 D. Which five products are you most interested in playing?  
 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_  
 E. How old are you?  
 1. Under 5 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older  
 F. Sex  
 1. Male 2. Female  
 G. When did this issue arrive in the mail?  
 1. Before Oct. 20 2. Oct. 20-22 3. Oct. 23-25 4. Oct. 27-29  
 5. Oct. 30-Nov. 1 6. Nov. 3-5 7. Nov. 6-8 8. After Nov. 8  
 9. I bought it at the newsstand or store  
 H. Would you buy more than one game of the same sport?  
 1. Yes 2. Maybe 3. No, one is enough  
 I. Would you buy more than one racing game?  
 1. Yes 2. Maybe 3. No, one is enough

- J. When you play racing or sports games, how many players usually participate?  
 1. One 2. Two 3. Three 4. Four 5. I don't play racing or sports games
- K. Which feature is most important to you when you're buying a second game of the same sport?  
 1. Actual teams 2. Jumble Pak compatibility 3. Controller Pak compatibility  
 4. More codes 5. Better graphics 6. Better moves and options  
 7. Customizable playlists and teams 8. Updated rosters and stats
- L. Which feature is most important to you when you're buying a second racing game?  
 1. Actual drivers 2. Jumble Pak compatibility 3. Controller Pak compatibility  
 4. More cars 5. More tracks 6. More shortcuts  
 7. More codes
- M. What sports would you most like to see made into video games?  
 1. Big league sports (football, baseball) 2. Winter sports (skiing, snowboarding)  
 3. Extreme sports (stunt riding, skateboarding) 4. Fighting sports (boxing, wrestling)  
 5. Team sports (hockey, lacrosse) 6. Other (golf, fishing)

Trivia Question: San Francisco Rush. Extreme Racing takes place in which state?

Answer: \_\_\_\_\_

Mail it in your card now, and keep your fingers crossed!

## BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of the form. The prices shown exclude the cost of shipping and handling.

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_  
 Telephone No. \_\_\_\_\_  
 MasterCard No. \_\_\_\_\_

Please check method of payment.

- Check or Money Order  MasterCard  Visa  
(Please do not use Discover)

Credit Card Number \_\_\_\_\_  
 Exp. date \_\_\_\_\_  
 Cardholder's Signature \_\_\_\_\_ Telephone No. \_\_\_\_\_  
 Cardholder's Name \_\_\_\_\_



After eating turkey sandwiches for a week, how can leftovers possibly be good? Nintendo Power Back Issues may be classic, but they're still ripe with gaming tips and codes. And after pigging out on all those strategies, work out with our Player's Guides, which will walk you through entire games, revealing every trick in the book. For dessert, try our Graphic Novels (plenty more fun than cranberries in the shape of a tin can). To let the feast begin, and to get the goods shipped straight to your house, fill out this card. You'll be thankful you did.

Nintendo Power Magazine  
 P.O. Box 97032  
 Redmond, WA 98073-9732

BE A  
GRAND PRIX VIP!

# F1 POLE 64 POSITION

PLAYERS

POLL

COURTESY

A NINTENDO POWER/UBI SOFT EXCLUSIVE

NINTENDO POWER



Ubi Soft  
ENTERTAINMENT





# DONKEY KONG

# LAND III



© 1995 1997 Nintendo

There are two crucial ingredients to succeeding in Donkey Kong Land 3: lots of exploration and lots and lots of extra lives. This month's DKL 3 strategy review focuses in on some of the tougher-to-find items and 1-Up balloons in the game.



## Save, Save Again

Before we begin, we'll offer up just a few words of general advice. Of course, you should save your game often. Winkly Kong is spending her golden years operating her very successful Winkly Boutique branch. You'll find a branch of her refuge in every level, and everybody's favorite senior simian will save your game free of charge.



## One-Stop Shop

You'll also find a Sheepy Shop in every level, run by one of the Brothers Bear. The brothers will sell you advice for two Bear Coins and let you play a "concentration"-style card game for eight coins (replays are five coins). The first time you win at a particular shop, you'll receive a DK Coin, a Clock and other prizes. You can replay the game to win Bear Coins, bananas and balloons.

## Legend

|   |            |   |              |
|---|------------|---|--------------|
|  | Bonus Coin |  | 1-Up         |
|  | Bear Coin  |  | Letter       |
|  | DK Coin    |  | Bonus Sheepy |

## Cape Codswallop

Cape Codswallop is hip deep in Kreeplings, and you'll be spending as much time fighting the scaly villains underwater as on land. When doing battle in the deep blue, keep in mind that the Lurchins are vulnerable only when their spiny shells are open.



### A Ford Knocks



You can't harm Lurchins as Kiddy or Dooey. You'll have to find an Upgrade Barrel to change into your heavy tread.



Just past the Star Barrel, you'll find a 1-Up balloon. Jump straight down at it! There's a hidden Bonus Barrel below, so you won't have to worry about getting your heavy feet wet.

### B Total Recoil



If you look carefully, you'll find a Bonus Barrel just past the halfway point in this stage. Collect the Star Barrel to save your progress and then enter the Bonus Area. Look to the right to find a handy 1-Up balloon. Even after you retrieve the Bonus Coin, you'll be able to murder the Bonus Area as often as you like to rack up as many extra lives as you may need.



The Booty Birds are notorious for hoarding treasures of all kinds. Hit them with barrels or bounce off them to reveal banana bunches, letters and other special items.

### C Koco Channel



You may not be able to fully explore this stage until you find the Squatter Barrel, which is past the halfway point. From the Squatter Barrel, look up and to the right for a banana and a Booty Bird that's hiding the letter N.

You'll have to take the low road several times. Once you've done Squatter, back-track and explore the tops of the hills you couldn't climb before.



### Barbos

This peckly princess will call her Lurchin warriors to do battle. The first Lurchin will come straight at you, the second will swim out at an angle and the third will home in on you. When their shells are open, use your bill to knock them back at her swiftness.

## Primate Plots

The landscape in Primate Plots isn't bleak, but your chances of survival will be if you're not careful. Be especially wary as your runaway sled speeds through Black Ice Blitz. The path is dotted with bottomless crevasses and icy enemies, and this stage has been known to claim more than its share of holy heroes.



### A Minkey Mischief

You won't be able to explore this stage fully until you find the Squawki Barrel. Make the switch to your avian ally and let your wings do the walking. Just before you reach the end of the stage, jump at the lone banana above you. The invisible Blast Barrel will shoot you up and to the left. Defeat Koop for the DK Coin.



In some places, you'll be able to use the barrel shields to get past the scary-looking Minkeys. In other spots, you'll have to rely on your own (or Cooper's) strength to slip past the nutty barrage.

### B Black Ice Blitz



By the time you reach the halfway point, you'll be barreling along at a steady clip. As you pass the Star Barrel, be ready to bounce off two Koopings and onto the roof of a house for a 1-Up balloon. If you miss the first bounce, chances are you'll blow the whole maneuver.



Use the banana trails to decide which path to take and when to jump. You can just meet any Koopling on its way with your sled—except for the armored Buzzes.



### C Miller Instinct



In one of the Bonus Areas, you'll appear below a Blast Barrel. Jump into it and blast yourself from one barrel to the next until you find the Bonus Coins. Use the photo to the left as a guide.

You'll be able to see these barrels in any direction before you fire. Some players panic because of this timer, but you can just play it cool.

### Bleak

This snowman is truly abominable! The roof of the house is not totally safe from Bleak's snowballs, but that's where a barrel will appear in between his attacks. Lob one at him and then try to dodge his next, more aggressive, assault.



## Blackforest Plateau

As you turn the corner toward Blackforest Plateau, your thoughts will naturally turn toward down and gloom. With a little luck and pluck, though, you should be able to get the better of K. Koop's cronies in this neck of the woods. Don't just follow the obvious path—take the time to explore the edges of the stages.



### A Rocketeer Rally



In this stage, you'll use rocket-powered barrels to fly from one platform to the next. From the starting point, follow the main path and use the first two Rocket Barrels. As Dixie, jump over the third barrel and spit to the platform on the right. Follow the banana trail down and to the right for a balloon. Watch out for the Koopie patrolling the platform.



Sometimes a barrel will shoot you right at a Koopie patrolling. Always be ready to hop and loop.

### B Surface Tension



Most players will blow right past this ravine without a second thought. If you stand next to the Blast Barrel, though, you'll see just the top of Koop's helmet below. Use the Blue Barrel to get to the top of the next hill. Grab the Steel Barrel and backtrack to the ravine. Jump in and defeat Koop to collect a shiny sawyer.



The banana markers and crowns won't show you wrong, but don't be afraid to explore on your own. Climb every hill and monkey-puddle through every barrel.

### C Redwood Rampage



The path through this murky wood turns downward as often as it swings upward, so look carefully for patrolling Buzzes before you loop. After you collect the letter K, exit the area and use Mid (the jumping spider) to catapult up to an extra-life balloon. From there, you can take either of the two paths heading downward.



Search every branch and branch in the stage. If you find a Pin Squawka egg, turn around and explore until you're confident you've found every item and balloon.

### Arich

Arich will shoot first and not ask any questions at all! Dodge his web shots and then jump on his back. Kiddy has nose-hell, but Dixie's helicopter spin can put her right on target. Watch Arich carefully to see the pattern in his rampaging attack.



## Great Ape Lakes

You'll spend lots of time hanging from ropes and cables in Great Ape Lakes, waiting for danger of one sort or another to pass. If you charge ahead, chances are you'll run right into a Buzz or a shot from a Korbine's cannon. Some Korbines will be stationed above you and out of sight, so listen for the sound of cannon fire.



### A Jungle Jeopardy



This scary jungle is chock full of crocodiles. These clever Korbines disguise themselves as TNT barrels and then fling themselves at unsuspecting Kongs. Spot the first crocodile you see with a hop on the head. Run past him to the edge of the cliff and use Doo's helicopter spin to reach the hidden Bonus Barrel down and to the right.



Jump on crocodile to stun them. You can then pick them up and use them as weapons.

### B Karbine Kaos



From the Squitter Barrel, walk to the left. Stand on the edge of the platform and take one step off. You'll land on a safe spot below. Jump up and to the left to grab the balloons. Then in mid-jump to land back on the safe spot.



Doo's helicopter spin makes her the thing of choice in this stage. You can sometimes find a small spot to step on between the cushions of rail to metal, but Korbines are of an stationary directly above these spots, so don't linger too long.

### C Rockface Chase



You'll see this Kink-Kink lit on the stage, but you won't see the hidden letter C floating above him. Use the Kink-Kink as a catapult to propel yourself upward. When you drop back down, beware the Kasp coming from the left.



Doo comes through again with her superior spin use it to explore the tunnel thoroughly.

### Kaos



When Kaos comes calling, a good eye and a well-timed jump are all that will keep you from becoming a crispy critter. Dodge his lightning bolt attacks and wait for his mechanical arms to pop out. Jump up on one of them and bounce off the top of his metallic noggin.



## Tin Can Valley

For the most part, you should use your animal pals when you have the chance. In Tin Can Valley, though, you may be better off tackling some stages as your old, stinky self. Like the Elephant, for example, can be awkward to use in battle, so if you have a choice, you may want to pass her by.



### A Clifftop Critters



At the beginning of the stage, jump across the gap (instead of dropping down the shark). You'll find a Bear Coin and a balloon. If you drop down and follow the tunnel, you won't be able to get to these items from the other side of the rock.



### B Rickety Rapids



This is one of the easiest DK Coins to find, yet it's also one of the most overlooked. All you need to do is jump over the logpile at the end of the stage and run to the right. All we can say is, "Doh!"



### C Stalagmite Frights



When you get Squitter, don't backtrack. Follow the tunnel until you reach this minicave. Use your platform webs to go up and to the left. Watch out for Buzzes!



## Baron K. Roolenstein

The baron may be mad, but he's no fool. He'll fire three blasts from his death ray and then follow up with a bouncing attack. When a barrel appears, smack him with it. He'll change the pattern of his ray blasts with each round, firing at different heights and speeds.



### The Lost World

Once you make it through the first five levels and defeat the barbarous baron, you'll then be able to enter the Lost World. To face the ultimate villain, however, you'll have to collect all of the DK Coins and win all of the Clocks from the Brothers Bear. Next month, we'll serve up some scrumptious strategies for completing the Lost World and taking on the toughest Kramling of all.

# ARENA



## CHALLENGE #1

### STAR FOX 64

What's your best score in Star Fox? You'll need 300 hits to earn a medal, but this is fairly easy if you save your bombs for the stage-minibosses and the stage's final enemies. So the question isn't this: How high can you go? It's 350 beyond your reach! Don't forget about upgrading your laser! Take

a few practice runs to warm up your trigger finger, then give Juan 6 your best shot. The 25 with the highest hit total will win four Super Power Straps.

## CHALLENGE #2

### WAVE RACE 64

Wave racing veterans Tommy Yoder and Jordan DeLo edged out a tight field on Wave Race 64's Diner Lake this month. Perhaps this is your turn to leave everyone in your wake. This is your last chance! The Wave Race 64 challenge ends off last for sure this month, taking three fast laps through the signature waters of Super Bay. Configure your three best settings for three laps and make Star 64 Bay locate. The top 25 pilots will win four Super Power Straps.

#### SUNSET BAY

| RANK | LEVEL | SCORE | TIME      |
|------|-------|-------|-----------|
| 1    | 100%  | 111   | 0:13:17.0 |
| 2    | 100%  | 110   | 0:13:17.0 |
| 3    | 100%  | 90    | 0:13:17.0 |
| 4    | 100%  | 80    | 0:13:17.0 |
| 5    | 100%  | 70    | 0:13:17.0 |
| 6    | 100%  | 60    | 0:13:17.0 |
| 7    | 100%  | 50    | 0:13:17.0 |
| 8    | 100%  | 40    | 0:13:17.0 |
| 9    | 100%  | 30    | 0:13:17.0 |
| 10   | 100%  | 20    | 0:13:17.0 |

## CHALLENGE #3

### CRUIS'N USA

An entire field of racing fans has mailed in requests for a coast-to-coast challenge for Cruis'n USA. We'll put your race to speed, and that's why we want your fastest time for cruising the country. Pick your favorite car and remember to use the Nitrus Boost code, featured in Volume 99's Classified Information. The fastest 25 road warriors will drive away with four Super Power Straps, good for cash off cool stuff in the Power Supplies Car lot.

#### CONGRATULATIONS

COAST-TO-COAST IN CARS!

PRESS START TO JOIN THE VICTORY CELEBRATION...

## TWISTED CHALLENGES

The mail room is still being flooded with Twisted Challenges. If you think you have one good enough for the pages of Power, mail it in—you might score four Super Power Straps. These entries are some of the best in the latest batch.

Can you beat James McCloud out of Venom's exploding tunnels near the end of Star Fox 64?  
—Richard Bright, Gainesville, FL

How far can you fly in Star Fox 64 without scoring any hits?  
—James Doyle, Moore, OK

Can you finish first on Wave Race's Glacier Coast while riding backwards?  
—Ken Zhu, Tempe, AZ

Can you finish Cruis'n USA on the Hard difficulty level without bumping into another vehicle?  
—Michael Stabbechmitt, St. Charles, MO

Can you go undefeated for a full, 162-game season in Ken Griffey Jr.'s Warning Run without making a single trade?  
—Ian Webb, Parma, OH

Nintendo 64 Character Match Quiz Answers: Ken Wu—Killer Instinct; Gaid, Liu Kang—Mortal Kombat; Piloq, Scarlet Zero—Dark Rift; Daron Mishler—GoldenEye 007; Boribus—Hogan; Marne—Machop; Makers, Ito—Pilot Wings 64; Pigma Denjar—Star Fox 64; Xizer—Star Wars: Shadows of the Empire; Gharza—Aeon Flux; Nexus Assault



## TUROK: DINOSAUR HUNTER

Best Times for Tricer: Challenge Course (Volume 9)

|                  |                   |      |
|------------------|-------------------|------|
| Mark Thompson    | Marysville, MI    | 2:21 |
| Julian Deib      | Pais, IL          | 2:23 |
| Warren Effen     | Galena, MD        | 2:29 |
| Ryan Conli       | Shiloh, OH        | 2:31 |
| Carlo Zavala     | Manass, MI        | 2:32 |
| Ty Henric        | Stoult, UT        | 2:33 |
| Alto Hess        | Boulder, CO       | 2:34 |
| Michael Quaresa  | Halsbro, IL       | 2:35 |
| Nathaniel Lewis  | Fairport, NY      | 2:36 |
| Samuel Rice      | Tulsa, CA         | 2:36 |
| Ron Lee          | Coral Springs, FL | 2:37 |
| Eryan Walker     | Irva Station, FL  | 2:37 |
| Jonathan Bricker | Lake Charles, LA  | 2:38 |
| Dan Holton       | Cherry Swamp, ON  | 2:38 |
| Justin Spurr     | LaGrange, CA      | 2:38 |

## SUPER MARIO 64

152 Coins in Wet-Dry World (Volume 97)

|                    |                   |  |
|--------------------|-------------------|--|
| Jason Dean         | Pittsburgh, PA    |  |
| Evo Reynolds       | Greens, MI        |  |
| Michael Casarata   | Grand Prairie, TX |  |
| Alan Christie      | Concord, NC       |  |
| Reid Frank         | Manassas, IL      |  |
| Chris Gough        | Scarsdale, NY     |  |
| William Hoyt       | Page, AZ          |  |
| Jared Houston      | Whiting, WV       |  |
| Mike Jones         | Rockville, MD     |  |
| Daniel Kelly       | Cornwall, NY      |  |
| Kevin Langston     | Robert Park, CA   |  |
| Joe Marfilio       | Albion, GA        |  |
| Sean Mc Donald     | Warren, OH        |  |
| Allan Meadows      | Crowley, TX       |  |
| Bryce Reynolds     | Blytheville, CN   |  |
| Andy Morandini     | Chandler, AZ      |  |
| Christopher Odb    | Clea Flies, IL    |  |
| Michael Frazzese   | Cananda Hills, CA |  |
| Esauardo Rodriguez | Riverside, CA     |  |
| Scott Scriml       | Rutland, IL       |  |
| Aaron Solomon      | Manitowish, NJ    |  |
| Patrick Sullivan   | Rochester, NY     |  |
| Tyler Tipton       | Carle, IN         |  |
| Ray Tucker         | Arlington, TX     |  |
| Chase Walker       | Lubbock, TX       |  |
| Farvey Yoder       | Exeter, NY        |  |

## SUPER MARIO 64

191 Coins on Tiny-Huge Island (Volume 99)

|                |                   |  |
|----------------|-------------------|--|
| Gregg Archer   | Pembroke, MA      |  |
| Frederic Boudé | Cherryville, PQ   |  |
| Glen Hertz     | Waukegan, IL      |  |
| Jason Kucirka  | Kingston, PA      |  |
| Derek Societe  | Palmdale, CA      |  |
| Japhet Santos  | San Francisco, CA |  |
| Chad Sky       | South Park, IL    |  |
| Adam Yurgutz   | Clea Flies, IL    |  |

Write your name, address and Member Number on the back of your photo. The Arena challenges featured in this issue may be repeated in later issues. December 10, 1997. The top qualifiers will receive

## SUPER MARIO 64

157 Coins in Big Top's Island (Volume 99)

|                    |                   |  |
|--------------------|-------------------|--|
| Tom Aronson        | Wichita, MO       |  |
| Jonathan Nicholas  | Wichita, MO       |  |
| Johnnie Al Johnson | Turbo Linda, CA   |  |
| Donck Alan         | Midvale, TX       |  |
| Alan Arnold        | Drexler, PA       |  |
| Nick Anderson      | Richmond, ON      |  |
| Alvin Park         | Greenwood, IL     |  |
| Bill Ebb           | Earlfield, IL     |  |
| Tom Eaker          | Kearville, TN     |  |
| James Beck         | Keosauqua, MN     |  |
| Domenec Reute      | Sycamore, OH      |  |
| Mark Bernick       | Thornhill, ON     |  |
| Eric Bowers        | Magnolia, OH      |  |
| Andy Kemper        | Chagrin Falls, OH |  |
| Clay Lopez         | Rockingham, NC    |  |
| Jose Mercede       | Vega Baja, PR     |  |
| Jose Rojas         | Lawrence, MA      |  |

## SUPER MARIO 64

157 Coins in Wet-Dry World (Volume 97)

|                  |                |  |
|------------------|----------------|--|
| Ryan Zimmerman   | Carle, IL      |  |
| Zack DeBorja     | Marys, FL      |  |
| Bradley Hubbs    | Wichita, MO    |  |
| Justin Hsu       | Saratoga, CA   |  |
| Bobby Kuo        | Tempeville, MI |  |
| Connor Kelly     | Swanton, GA    |  |
| Adam Mjokic      | Chicago, IL    |  |
| Danew Bunkarper  | Chico, CA      |  |
| Andrew Silberman | Bensalem, PA   |  |
| Matt Stock       | Drift, OH      |  |
| Willy McLaughlin | Yorkville, CO  |  |

## STAR WARS: SHADOWS OF THE EMPIRE

Best Times for Battle of Dath on Hard Level (Volume 96)

|                  |                    |      |
|------------------|--------------------|------|
| Jason Ertner     | Scarborough, ON    | 3:45 |
| Michael Westwick | St. Catharines, ON | 4:42 |
| Eon Kaufman      | Woburn, MA         | 4:44 |
| Colton Goodrich  | Altamont, UT       | 4:45 |

## WAVE RACE 64

Best Times for Six Laps Around Part Five (Volume 97)

|                  |                 |          |
|------------------|-----------------|----------|
| Eric Menden      | West Branch, MI | 1:23.576 |
| William Thurston | Rochester, NY   | 1:23.576 |
| Jeremy Van Sled  | Waukegan, IL    | 1:23.689 |
| Evan Frost       | Pleasanton, CA  | 1:22.914 |
| Arbok Kessel     | Boston, MA      | 1:23.595 |
| Aaron Kier       | Huntington, IL  | 1:23.595 |
| Shane Gaillet    | Casperville, TX | 1:23.965 |
| Michael Johnson  | Nashville, TN   | 1:24.311 |
| Jason Anderson   | Edinburg, TX    | 1:24.876 |
| Ken Jones        | Brighton, WI    | 1:24.792 |
| John DeGroot     | Springfield, SD | 1:24.328 |

Super Power Stamps include your NS4 or Super NES in the photo of your high score. Use the lights and press color a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

## WAVE RACE 64

Best Times for Three Laps Around

Drake Lake (Volume 98)

|                     |                    |          |
|---------------------|--------------------|----------|
| Timothy Yoder       | Salisbury, NY      | 1:12.021 |
| James DeJorio       | Lake Parkville, NY | 1:14.737 |
| Justin Zabel        | Newark, DE         | 1:14.435 |
| Jeffrey Law         | Kaysville, NY      | 1:14.556 |
| Jonathan Bryant     | Burlington, NC     | 1:14.822 |
| Japhet Santos       | San Francisco, CA  | 1:15.759 |
| David Lucette       | Chattanooga, TN    | 1:15.407 |
| Todd Cochran        | Middleboro, MA     | 1:15.546 |
| Joey Hernandez      | Miami, FL          | 1:15.362 |
| Billy Williams      | Georgetown, KY     | 1:15.414 |
| Mark Thompson       | Marysville, MI     | 1:15.218 |
| Scott Eaker         | Stoughton, WI      | 1:15.408 |
| John Kromy          | Illinois, IN       | 1:16.265 |
| Daniel Schelen      | Lucas, IN          | 1:16.407 |
| Clay Schapp         | Northport, NY      | 1:16.407 |
| James McLaughlin    | Lake City, FL      | 1:16.762 |
| Ron DeBorja         | Patuxent, VA       | 1:16.952 |
| Villy Acetate       | Beavling, PA       | 1:16.690 |
| Jonathan Calton     | Sedell, VA         | 1:17.251 |
| Jackson Wood        | Cherry Valley, CA  | 1:17.644 |
| Jonathan Hopper     | Barré, MA, NY      | 1:17.644 |
| Scott Lyder         | Eric, PA           | 1:18.113 |
| Colin Miskin        | Kettle Creek, MI   | 1:18.107 |
| Ben Wood            | Millings, MD       | 1:18.229 |
| Nathaniel Sylvester | Fairbury, MD       | 1:18.383 |

## WAVE RACE 64

Best Times for Three Laps Around

Southern Island (Volume 94)

|                  |                     |          |
|------------------|---------------------|----------|
| Justin Zabel     | Newark, DE          | 1:13.808 |
| Mark Thompson    | Marysville, MI      | 1:13.827 |
| Scott Lyder      | Eric, PA            | 1:14.370 |
| David Lucette    | Chattanooga, TN     | 1:17.659 |
| Jonathan Calton  | Lake Parkville, NY  | 1:17.450 |
| Japhet Santos    | San Francisco, CA   | 1:17.783 |
| Nathan Stashenko | Holland Landing, ON | 1:17.943 |

## WAVE RACE 64

Top Scores for Dolphin Park (Volume 90)

|               |                    |        |
|---------------|--------------------|--------|
| Jason Deiki   | Leeds, SK          | 37.435 |
| Neil Semman   | Taloko, OH         | 37.435 |
| John Foster   | Casco, SD          | 37.396 |
| Mark Trumbull | Ilwaco, CA         | 37.396 |
| Jack DeCarlo  | Lake Parkville, NY | 37.393 |

## SUPER MARIO KART 64

Best Times for Six Trials on Luigi Raceway (Volume 91)

|                  |                  |         |
|------------------|------------------|---------|
| Steven Rodriguez | Sarat Valley, CA | 1:02.77 |
| Daniel Wong      | Calabona, ON     | 1:03.49 |
| Nathan Chubb     | Holland, CA      | 1:07.96 |
| Ryan Evered      | Duquoin, KS      | 1:02.25 |

Address changes to POWER PLAYERS? ARENA P.O. BOX 87023 PEASBOND, VA 98072-0723

Your  
Power Guide  
To The Latest  
Releases  
November 1997

Game  
BOY

PLAYING

SUPER  
NEWS



## NFL QUARTERBACK CLUB '98

- Acclaim's MegaTitle
- 1 to 4 players simultaneously
- Controller Link and Rom's Pak compatible
- NFL and NFLPA licensed
- High-Pix Mode graphics



Acclaim goes deep and scores with NFL QB Club '98.



time, give you total control over how you see the action. Excellent animation. Only the play diagrams and layout are less than perfect, being a bit too small and difficult to read.

**PLAYABILITY:** Movement of characters is responsive, and players have a full range of motions, including speed bursts and spins to evade tacklers and diving catches and tackles. You can even use special Control Stick motions to

activate some moves.

**GAME DESIGN:** Most of the bells and whistles are here, plus some extras like the Semulation mode that lets you play historical seasons or set up your own do-or-die scenarios. The many options and settings for everything from penalties to passing modes are very impressive.

**SOUND/GRAPHICS:** It has everything except John Madden and it's fun to play. What else could you want?

**OVERALL:** The SFX of crunching bodies doesn't have the impact of the real game.

**RECOMMENDATION:** Story: I never thought video football could look this good! Scott P. This game has it all. Dan: The best, smoothest 3-D graphics ever in a sports game. Paul: The NFL license is big and the replay option is incredible.



SCORES

9-9.5

7-8.5

6P-6.0

5D-5.5

7-6.5

GRAPHICS-8.8 PLAYABILITY-7.6 GAME DESIGN-8.0 SATISFACTION-8.1 SOUND-7.7

8.2

OVERALL RATING



# MADDEN 64

- EA Sports'94 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Historical teams
- NFLPA license
- Fantasy Draft



SCORES

- 9.7
- 9.5
- 9.1
- 9.0
- 8.8

## The gridiron classic from EA Sports comes to the N64.

**GRAPHICS** The most impressive part of the graphics in Madden displays during the replay mode, in which players can zoom in and watch the play unfold from any angle. Regular play-by-play graphics are polygonal but not as detailed or as sharp as the QB Club graphics. The helmet cam is unique and gives you a player's view of the action, although it's not very practical.

**CONTROL** Control is excellent. Players have the option to hurdle, spin, dive and lateral the ball on offense. On defense, they can dive, jump, power tackle or break through the line using the swim move. Player switching is easy and the options are easy to access at any time.

**GAMEPLAY** Madden 64 makes use of the third-and-one Madden formula of play selection, excellent passing control and historical teams. Since Madden 64 lacks the NFL license, no logos, team names or uniforms are used.

The NFLPA license allows real pro players to be used, though

**SATISFACTION** It's a fun game, but it's notable for what's missing rather than what's included.

**COMMENT** The play-by-play is O.K., but Madden's comments become tiresome. Fortunately, you have the option to silence big John.

**RECOMMENDATION** *Rich: Definitely the best Madden ever. Henry: Excellent passing, and I loved the power tackling. Paul: The best play book in the business.*



GRAPHICS-7.7 PLAY CONTROL-8.8 GAME DESIGN-7.7 SATISFACTION-8.1 SOUND-7.1

OVERALL RATING



# SAN FRANCISCO RUSH

- Midway'94 Megabits
- 1 to 2 players simultaneously
- Controller Pak and Rumble Pak compatible
- 3 vehicles
- 6 tracks



SCORES

- 9.5
- 9.4
- 9.3
- 9.0
- 8.9

## The wildest ride on four wheels is a total Rush from Midway.

**GRAPHICS** Rush conveys a tremendous sense of speed with details taken directly from the actual locations of the race tracks in San Francisco. You can read street signs and recognize landmarks. It's not as lush and beautiful as Top Gear Rally, and the special effects aren't nearly as outstanding, but it seems much faster.

**CONTROL** The control on every difficulty level is excellent but fairly easy. At the incredible velocities you'll be traveling, you'll need quick, responsive control.

**GAMEPLAY** San Francisco Rush has been a hit in the arcade, and it lives nothing on the N64. In addition to extra tracks, the N64 SF Rush supports the Rumble Pak to give direct feedback. The shortcuts are essential for winning races, so racing is not a simple matter of flooring the accelerator and staying on the road. You can also find keys and secret start areas on every track.

### SATISFACTION

Fun, fast, full of often tricky shortcuts, San Francisco Rush provides excellent action and value for one- or two players.

**SOUND** Besides the music and sound effects, Rush employs voice comments that add to the attitude of the game.

**RECOMMENDATION** *Scott P: With the Rumble Pak, I could feel the Gs in the corners. Dan: Great arcade feel and play, but don't expect reality.*



*Rich: The new tracks are a great bonus. Tommy: I spend more time in the air than on the road.*



GRAPHICS-8.8 PLAY CONTROL-7.6 GAME DESIGN-7.9 SATISFACTION-7.1 SOUND-7.7

OVERALL RATING



## CLAYFIGHTER 63 1/3

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Nintendo Pak compatible
- Breakthrough stage



For those who take fighting seriously, there's ClayFighter 63 1/3. No, seriously.



### GRAPHICS

The completed game looks much richer than the screen shots from our preview last summer. Little touches, like the spells that tumble out of characters' pockets when they're hit, keep the game fresh and fun. The characters themselves are high-quality, pre-rendered sprites with a ton of attitude in the animations.

**VALUE** ClayFighter 63 1/3 uses traditional Street Fighter II and KI type sequences, so it's easy to learn although perhaps not-so-easy to master. The Clayballs and Combos add to the complexity. Many of the controller

motions for difficult moves are very similar to each other, making it difficult to perform specific moves and string combos together.

**GAME DESIGN** It would have been easy for Interscope to make a cut game without much fuss, but the fighting engine is fairly beefy. Breakthroughs don't add much strategically to the game, but they add interest.

**ENTERTAINMENT** With the lack of killer fighting games this fall, ClayFighter 63 1/3 turns out to be a winner.

**SOUND** Besides the yips and yowls of whacked characters, you'll hear plenty of trash talking with a dolomite clay ban.

**COMMENTS** Armed. It's not serious, but you can spend serious time playing it. Dan: Beat it on my first try.



SCORES

8-7.8

9-7.2

80-7.1

8-7.5

7-7.0



GRAPHICS-8.0 PLAY CONTROL-6.7 GAME DESIGN-7.4 SATISFACTION-8.9 SOUND-6.9

OVERALL RATING



## TOP GEAR RALLY

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Controller Pak and Nintendo Pak compatible
- 5 Courses
- 8 Vehicles
- Pit Stop



Midway picks up the pass on the pavement and in the dirt with Top Gear Rally.

**GRAPHICS** What can we say but that the game is beautiful. The attention to realistic details makes Top Gear Rally special. Technically, Top Gear Rally raises the bar in every graphic area, from specular highlights to damage on cars.

**VALUE** Three types of steering controls range from the fairly easy arcade-type system to a more realistic model that is truly challenging. In fact, all three control options are challenging at first. The slide technique may not be as easy to use as the power slide in Mario Kart 64, but it is



essential for winning.

**GAME DESIGN** With just five tracks, you might think that the game is limited, but each track is long and filled with challenges. Each track also has shortcuts that dramatically shorten your lap times. One of the coolest parts of the game is the Paint Shop, where you get to design your own car's paint scheme and save it on a Controller Pak.

**ENTERTAINMENT** At first, the difficult control can put you off, but the longer you play, the more you'll appreciate the reality of the races.

**SOUND** The sound could have been more refined. Some of the music just doesn't seem suited to the fast pace of the race.

**COMMENTS** Terry: This is the best racing we've seen for the N64. Dan: The shortcuts are great, but the computer doesn't use them.



SCORES

9-7.6

9-8.0

8-8.8

80-7.8

7-7.7



GRAPHICS-9.1 PLAY CONTROL-7.2 GAME DESIGN-7.0 SATISFACTION-7.4 SOUND-6.7

OVERALL RATING



## DUKE NUKEM 64



- **GT Interactive 64** Replaces
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Lots of hidden codes
- 79 stages



### Duke Nukem rumbles on the NG4.

**GRAPHICS** The down and dirty world of Duke Nukem never looked so good. The 3-D stages are filled with humor and grungy, and special effects such as the explosions are top notch. The 2-D, split-screen views have been perspective-corrected so you can look at these fiends different angles; but, as in *Doom 64*, they are the weakest link.

**PLAY CONTROL** Duke's controls respond quickly, and hit detection is solid. The controller setup isn't ideal, but you can live with it.

**GAMEPLAY** The game begins in the same stage where the original Duke started out but grows increasingly unfamiliar from that point on. The multiplayer mode may be the next best thing to *GoldenEye* in the shooter genre. Some of the weapons are so dialed.

**OVERALL** Duke Nukem 64 may have been slightly sanitized, but the excesses of the original game

had nothing to do with game play. The multiplayer matches in three separate arenas add even more to the experience.

**SOUND** Although the sound quality seems a bit griny at times, the comments from Duke and the background sounds are pretty good. **RECOMMEND** Scott P. Eurocom sets the bar; there are lots of cool codes. *Henry: The Death Match* and cooperative mode make Duke 64 Terry. The *Shrinker/Expander* is the greatest gun in the universe.



SCORES

R-6.4

P-6.7

M-7.0

SP-7.8

S-8.0



GRAPHICS—6.8 PLAY CONTROL—7.0 GAME DESIGN—6.0 SATISFACTION—6.1 SOUND—6.8

OVERALL RATING



## F-ZERO



- Nintendo Releasts
- 1 player
- Battery-backed memory
- 10 tracks
- 4 vehicles



### The classic futuristic racer returns to the Super NES.

**GRAPHICS** When *F-Zero* first appeared in 1995, it featured state-of-the-art graphics with Mode 7 scrolling. Today's NES games seem faster and more realistic, but for the Super NES, *F-Zero's* graphics remain the benchmark for racing games.

**PLAY CONTROL** Expect precision turning control with banking (using the Right Button) and turbo speed boosts. You can even keep the nose of your car low when making jumps.

**GAMEPLAY** *F-Zero's* track design maximizes speed and challenge. Besides the twists and turns of the tracks, you'll find plenty of surface hazards, like land mines, magnets, ice and sand—all guaranteed to slow you down. The AI of the other cars is aggressive—they don't allow you to rest on a comfortable lead because you never have a comfortable lead. The only thing missing is

a multiplayer option.

**SATISFACTION** The years it's done little to take away from the experience of *F-Zero*. Since it is being rereleased as a Player's Choice game, you'll find that its appeal never, too. Every 16-bit library should have this game in it.

**SOUND** Good, toche music, but the sound effects truly stand out. The sound of your car's turbines winding up is very realistic.



SCORES

R-7.7

M-7.8

P-8.7

SP-8.8

S-7.8



GRAPHICS—7.0 PLAY CONTROL—8.8 GAME DESIGN—6.6 SATISFACTION—8.4 SOUND—7.2

OVERALL RATING



# KIRBY'S DREAM LAND 3

- Nintendo 32 Megabits
- 1 to 2 players simultaneously
- Battery-backed memory
- 8 worlds
- 8 animal pals
- 48 moves



Kirby returns with more friends than ever on the Super NES.

**GRAPHICS** The simple graphics are well-suited to the simplicity of the characters inhabiting Dream Land. The look is young, but the game's audience is also young.



**PLAY CONTROL**

Control of Kirby and Goopy is solid. Even though you have 48 different abilities, the actual use of moves isn't very complex. Even the least experienced gamers should have little difficulty moving and inhaling enemies.

**GAME DESIGN** HAL added just enough new elements to make Kirby 3 a new Kirby experience. The biggest innovation is the inclusion of Goopy—the blue blob of

a companion who joins Kirby in Dream Land. In addition to Goopy, you'll find three additional animal friends. The potential for different moves is impressive.

**SATISFACTION** From a gaming standpoint, Kirby 3 isn't terribly challenging, but it is designed for a young audience that values accomplishment over difficulty. For that audience, Kirby 3 is one of the best values around.

**SOUND** The music is typically upbeat and varied enough to keep you from getting completely bored.

**RECOMMENDS** Scott P: Kirby has a devoted following that should love this game. Paul: Kirby 3 is very good for the targeted, younger audience. It's straightforward, but challenging in a straightforward sort of way. Nice "Yoshi's Island" hand-drawn graphics.

GRAPHICS—8.8 PLAY CONTROL—7.2 GAME DESIGN—6.2 SATISFACTION—6.4 SOUND—6.0

Super NES

SCORES

D-7.2

F-8.5

SP-6.5

SD-5.4

S-5.0

6.5

OVERALL RATING



# MADDEN NFL '98

- EA Sports & THQ/16 Megabits
- 1 to 4 players simultaneously
- Battery-backed memory
- NFL and NFL-A licenses
- All Madden icons



The smaller Madden with the bigger license.

**GRAPHICS** Well, it's not Madden 64, but Madden NFL '98 compares well to previous 16-bit Maddens from THQ. Player indicators are clearly visible and plays are easy to read. As always, it's tough to distinguish players when they are in the jumble at the line of scrimmage, making running plays difficult.

**PLAY CONTROL** Good control remains a hallmark of this series. Passing control can be enhanced with the Auto Passing mode switched on or made more realistic when it is left on manual. Ball handlers and defenders have special moves like spins and dives that add to the realism and fun.

**GAME DESIGN** The current 1997 rosters, teams and uniforms, and several additions to the game, such as the Create and Trade Player options, make this a worthy final Super NES Madden game.

**RECOMMENDS** With solid game play, a wide range of

options and O.K. graphics, Madden NFL '98 is probably the last gasp for 16-bit football. For collectors or football fans who don't have a Madden game, don't delay. This title may disappear quickly.

**SOUND** Unspectacular.

**RECOMMENDS** Terry: Later, I didn't give Jamaguchi a 5 like month Scott did for because he's jinxed. His Jamaguchi died at 11 days. Mine lasted 17. CW, and Madden '98 is pretty much like last year's game.

GRAPHICS—5.4 PLAY CONTROL—6.2 GAME DESIGN—6.2 SATISFACTION—5.6 SOUND—6.0

Super NES

SCORES

S-4

M-5.9

F-3.5

SP-6.7

T-4.4

5.9

OVERALL RATING



## FIFA '98: The Road to the World Cup

- EA Sports & THQ's Magbits
- 1 player
- Passwords
- Super Game Boy enhanced
- 32 international teams



SCORES

D-7.0

H-7.0

P-6.5

GP-6.6

T-4.0

The World Cup is just around the corner, and the action has already begun.

**Playability** The graphics are simple but clear, with small characters and a smaller ball. The angled field view shows a good portion of the pitch and the scrolling moves quickly enough along the track of the ball to keep you a part of the action at all times. The animation is faster than previous FIFA's, making this the best yet.

**Playability** Once again simplicity is the rule for play control. You can pass, run and shoot, or, on defense, slide tackle and steal the ball.

**Playability** Unlike the other titles, concentrating on the smooth back-and-forth nature of soccer play

without wasting time on extras that would just slow down the play and immersion. Even so, you've got plenty of options for strategy, substitutions, scoring summaries, and season, tournament, league or playoff modes.

**Playability** This is the best of the FIFA series for Game Boy, primarily because of its speed and clear, though simple, graphics.

**Playability** The music is pathetic but you don't need to have the sound on at all.

**Playability** Scott: *P. The price should be right and the game is solid. Terry: Great play control, and the graphics are clear and scroll fast enough so you can easily follow the action. Paul: It's pretty basic. I like more variety in a sports game.*

GRAPHICS—5.8 PLAY CONTROL—6.6 GAME DESIGN—6.6 SATISFACTION—6.4 SOUND—4.8



## BEHIND THE NUMBERS AND NAMES

### EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

**SCOTT B.** *EA Sports, Nintendo*

**PAUL** *EA Sports, Nintendo*

**MARK** *EA Sports, Nintendo*

**SCOTT B.** *EA Sports, Nintendo*

**FRANK** *EA Sports, Nintendo*

**SCOTT B.** *EA Sports, Nintendo*

**GENRY** *EA Sports, Nintendo*

**SONJA** *EA Sports, Nintendo*

**LEWIS** *EA Sports, Nintendo*

**TERRY** *EA Sports, Nintendo*

### RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

SCORE: 6.2 (6.2/10)

DESIGN: 6.6

GRAPHICS: 5.8

PLAY CONTROL: 6.6

SOUND: 4.8

### AGE RATINGS

Here are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were released prior to the announcement of the ratings system are designated NR.



Early Childhood



Kids to Adult



Teen (13+)



Mature (17+)



Adult (18+)

# PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

Mortal Kombat Mythologies is finally a playable game, and Pak Watch is the only place to play it. Plus we've got exclusive shots of Twisted Edge Snowboarding and Automobili Lamborghini. And from Japan, check out our special report on the Tokyo Game Show.



## AUTOMOBILI LAMBORGHINI

**A**nother much-anticipated racer has arrived, this time all the way from Italy, where Lotus has been polishing up Automobili Lamborghini. Formerly it was known as Lamborghini 64, the last time we played this muscle car-

road rally game it had just one track and one car. What a difference a few months can make. Automobili Lamborghini now has eight incredibly hot vehicles and six detailed tracks with a variety of driving challenges. Some of the options rank as the best of any racing game. For instance, in the Time Trial mode, you can race on any of the six tracks in either direction. You also have

for the Ramble Pak, plus the Controller Pak for saving your progress on Championship mode. Once you're out on the road, keep a sharp lookout for

shortcuts where you can duck down a side street through a European hamlet or field. You really have a sense of racing through the French countryside, but the coolest part of Automobili's graphics has to be five cars themselves. This is an excellent job modeling and texturing the classic sports cars. They also used environment

mapping to produce nice reflection effects on the windshields. When you're pointed into the sun, you'll even see lens flare effects.

Automobili Lamborghini may be the best of the season's pure racing games to hit the road, but it is in no way the least. Look for our extensive test drive next month.





# MK MYTHOLOGIES: SUB-ZERO

**A** lot, one of the most anticipated N64 games of the year arrived in Pak Watch lead. Midway's *Mortal Kombat Mythologies: Sub-Zero* is the brainchild of MK designer John Tobias. His vision of a prequel to the hit tournament fighting series led him into a new realm of action

adventure with a heavy emphasis on fighting. We won't give you details of the story, other than to say that *Sub-Zero* begins his quest without most of his awesome, fighting

powers. Those powers and special moves are learned along the way, increasing the concept of building experience from the RPG genre. Tobias has designed MK *Mythologies* so that you grow as a fighter as you gain experience points, and in so doing you'll learn special moves. You'll also pick up items along the way, such as potions and

healing herbs that are accessed through a sub-screen menu. The game action includes hazards as well as fights, so you have to watch out for crushing columns and drop-offs as well as traps you want to rip your head off. Tablets of Truth, picked up along the way, help you learn the ropes of this dangerous world. Speaking of ropes, you'll have to climb them to find secret areas, not to mention perform other stunts. Of course, the trademark gore of MK games is here in abundance, so squeamish players will have to muddle through with a blindfold firmly in place. Players who choose to shut their eyes will be seeing

beautifully rendered background settings that generally scroll horizontally. The digitized fighters, including *Sub-Zero*, look pretty much as they always have. Options include five difficulty settings, up to six lives and four passwords. You can save progress with your Controller Pak or get passwords. The only thing missing from our playable version was the final story elements, which he said to include original artwork from Tobias. Don't miss our review next month. It looks like MK has entered a whole new world.



# TWISTED EDGE SNOWBOARDING

**T**he dynamic team of Konco and Boss Games, the developer of Top Gear Rally, are in the midst of their second masterpiece, Twisted Edge Snowboarding. We recently received the latest shots of this game in development, including N64 simulations that show just what to expect from the final product. We also checked out some animation tests on the game in which snowboarding characters grab their board edges in the air and perform more basic moves like toe and heel turns. The only thing missing at this point is that none of them board goofy-footed-like that's real. But Twisted Edge should end up being very real. It's not a straight racer, or a variation of the Atari Snowboard Kids, which has more of a Mario Kart feel. In Twisted Edge, you'll perform stunts in half pipes while heading down the slope.



# WHEEL OF FORTUNE

**V**ance Whitely adds some glitz to this N64 game from GameTek as the repriser her famous role as television's most popular game hostess. GameTek's first N64 title was supposed to have been Robotech: Crystal Dreams, but development delays on that title have resulted in this second game getting ahead in the race. In Wheel of Fortune, you basically become a contestant, spinning for money, guessing letters, buying vowels and solving the word puzzles. All of the game elements worked smoothly, including support (we still don't believe this) of the Rumble Pak. Yes, indeed, every time you spin that big old wheel, you feel its rumbling. But that's not the biggest thrill in Wheel. That would come from beating the annoying, but super-intelligent computer opponents. If you play on the harder difficulty levels, you'd better be a whiz because you won't get



many guesses. Wheel also works well as a multiplayer game. Admittedly, the quality of the graphics on this game leave a lot to be desired, but the flat, digitized contestants and cheesy 3-D studio set don't really detract from the fun. Maybe that's what we expect from Hollywood—two dimensionality.

# JAMES BOND 007

**D**ays to James Bond 007 for Game Boy have meant that this September game won't see the light of day until the end of December. Still, it's better to get it right than not to get it at all. Erich Wain, Nintendo's product coordinator for Bond, and one of our monthly Now Playing evaluators, says,

|           |            |
|-----------|------------|
| DEVELOPER | ACTIVISION |
| CLASSIC   | ACTIVISION |
| PRICE     | \$49.95    |
| RET       | \$200      |
| MOVIE     | \$2000     |
| Stack     | back       |
| QUIT      |            |

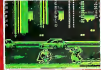
"It will be out by the end of the year or my head will roll." Now, that's dedication. Erich also tells us that the development team on Bond 007 believes Corporation has been slaving over the less aesthetically pleasing, "We're making these movement patterns more complex, less predictable." As Agent 007, you'll get to test this out in stages that span the globe, from Amman to the North Africa. Unfortunately, since our last report on Bond, the driving stages have gone the way of the dodo, and the arena—they're no longer on the menu. What remains is lots of overhead action and covert puzzles to keep you on the edge your seat.



# SUPERMAN

**H**ave you ever noticed how superhero games always seem it wrong? Take Superman for Game Boy from Titan. How you have the man of steel, a guy so strong that bullets bounce off his chest like ping pong balls, a guy so fast that he can reverse time, x-ray vision, blizzard-thrower breath, you get the picture. So in this game, a bunch of thugs with guns can drop the S-man with four puny shots. Excuse me, are these guys shooting kryptonite bullets? I don't think so. But we shouldn't be too harsh on Titan. After all, it wouldn't be much of a challenge if Superman really had all of his incredible powers just to face a gang of pistol-toting boozies. Maybe he's just having an off day. In any event, this Superman does fly, which turns out to be the best way to evade bullets, and he does clean up the streets of Metropolis. The graphics are okay, and the challenge, although defying the laws of comic heroism, manages to be pretty intense. You can look up in the sky starting this December for Superman's appearance. Then, next year, the

man of steel will return in an N64 game. Maybe by then he'll be back in his top, indestructible form.



# PAK WATCH SPECIAL REPORT



## TOKYO GAME SHOW

**T**he annual game fest in Tokyo kicked off on September 30 and saw an estimated 140,000 Japanese gamers stream through the doors to



New Super Mario Bros.

check out the hottest games for the upcoming holiday season. Nintendo has never participated in the show, preferring to wait until the Space World Show (formerly called Shoshokai) in November, but major licensors such as Konami, Hudson Soft, Imaginee, ASCII, T&E Soft, Aemik, Atlas, Sesi, Namco, Bandai and Video System were in attendance, showing off their N64 titles. Special

Nintendo Power correspondent, Yashu Ozeki (better known to our Player's Guide readers as

Jumpin' Jack Yeah), covered every square foot of the giant convention hall in Makuhari Messe.

Some of the showcased games have appeared at previous shows. By the time, everyone is familiar with Sega's *Rev. Kid* racing game.



Chameleon Field



B-700



Dynamite Headdy



Hudson Hoopling

and *Wild Choppers*. Both games are ready to go, but no publisher has stepped forward in North America at this time. Konami's booth was one of the two most popular during the show's three day run.



Fusion Fall





Pin Bowling



Wild Choppers



Super Football



Dragonix 64

(You can read more about Konami's lineup in our special report this month.) Another title destined for North American shores is Japan Supply System's **Chameleon Twirl**, which Power will review next month.

Heading the list of new games at the show was **Snowboard Kids** from Atlus, which took a fresh approach to winter sports by making Snowboard Kids more of a Mario Kart 64 experience: Cartoon characters ride boards, pick up items to use against each other, and perform stunts on the slopes. Balance is kept by maneuvering the Control Stick. It's a four-player game that's lots of fun. Atlus in the United States is also excited about this title, but they haven't finalized plans for publishing the game or licensing it to another publisher. We expect to see it in the first half of '98.

Imagineer continues to pump out N64 titles like there is no tomorrow. The latest news out of Imagineer's development teams is **Kirra to Karkata 64 Detective**, a sort of gishyue board game. On video, early shots of **NiceCity 2000** were previewed, as well Imagineer's popular baseball game, **Pro Yakyuu King**, is getting a sequel next year. It will be joined with **Fighting Cup**, a new tournament fighter and the long-anticipated **El-Dale**, which THQ will publish in North America. **El-Tale (Quest 64)** looked far more advanced than our previous peek and promises to be a rich, exotic adventure.

One of the most promising games was **Anno Gauge** from

ASCII, a futuristic racing game that takes a page from **F-Zero** and **Extreme-G**. It's fast and it looks cool. It could well be the surprise hit of the show, but ASCII hasn't set its plans for North American release as of yet. ASCII also unveiled its new ASCII Pad 64 controllers in various colors and equipped with turbo on every button. Other new titles included a fighting game from Culture Brain called **Fist of Flying Dragon Twin**, Hudson's **Shin Nihon Pro Wrestling**, **Tenagotchi 64** from Bandai, Namco's **Family Stadium Baseball** and a soccer game from Hudson entitled **L League Eleven Best 1997**. But Hudson's most innovative (or silly) entry for the N64 has got to be **Dereya Iru Iru Box**. In this game, which translates as **Exciting Electric Stick**, you move a cursor tool between electrified rails. If your cursor touches a rail, the **Rumble Pak** goes off and you lose. It's based on a television game show in Japan.



Out of House Deluxe Tennis

One final newbie appeared in the T&E Soft booth. The masters of video game golf have licensed the ultimate tournament in **Masters 64**.

Auguste is lovingly rendered in 3-D with all the regal pines, water hazards and bunkers to make even the best golfers want to rip their own eyes out in frustration. There was a lot to see and play at the Tokyo Game Show, but the biggest stars in the N64 world have yet to come out. This November, Nintendo should unveil **Yoshi's Story** and **Zelda 64** at Space World.



Masters 64



ASCII Pad 64



## MIDWAY ON THE MOVE

Midway continues to be one of the major powers on the N64 scene, and it doesn't look as if that is going to change any time soon. The latest news out of Cincinnati is that *Quake 64* is now the game on the move. Earlier in the year, Midway rescheduled the release of this first-person, Doom-like game from fall '97 to spring of 1998. There's no definite word yet, but that could change if the current speed of development continues. Part of the delay came about after EA, when Midway saw the impressive multiplayer features in *GoldenEye*. Hoping to include that type of option in *Quake*, they decided to give the project some extra time.

Unofficially, we have also heard that the latest *Street Fighter* arcade game, *MK 4*, is slated for a late spring release on the N64. Since *Mortal Kombat 4* is a 3-D game, it should be perfectly suited to the N64. Midway also plans to produce an Olympic Hockey game at *Atari Games*—the same company that brought us the original Wayne Gretzky's 3D Hockey.



Midway expects spectacular lighting and cool corners in *Quake 64*.

## MORE SIMS FROM VIDEO SYSTEM

*Video System*, formerly known as Mc O'Brien in the U.S.A., will follow up its initial N64 game, *AeroFighters Assault*, with two more simulations. One game will be a high end car racing simulation developed by Paradigm Entertainment, which created the engine for *AeroFighters Assault*. *Video System* hasn't finalized the type of racing at the time, but it will likely be international, open-wheel racing rather than closed-wheel rally or off-road racing. The second game will be a realistic flight simulation, probably featuring Harrier type vertical jets. Paradigm is also working on this game. According to *Video System*, the Harrier jets will be ultra realistic, unlike *AeroFighters*, which included more arcade-like elements.

## JEOPARDY!

GameTek hasn't spent all of its time on *Wheel of Fortune* recently if you also put it first on *Jeopardy!*, which is currently complete in this exciting *Jeopardy!* looks similar to what you'd expect from a 3-D type of studio set and digitized contestants. That's the downside. The upside is that the

game plays very much like the popular television game show, and the challenge is very good. Alex Trebek appears in a small video window to arrange contestants. GameTek plans on breaking out of the developer role large enough to publish both *Wheel of Fortune* and *Jeopardy!* The company also insists that *Robotek: Crystal Dreams* is still very much alive. In fact, a version of the game was shown at the Tokyo Game Show. The problem at this time seems to be the lack of a publisher for the title. Who knows? If *Wheel* and *Jeopardy!* do well, maybe GameTek will bring out *Robotek*, as well.



## MORE N64 NEWS

Barcrest's *Ultra Lede Racer* has passed design approval at Nintendo of America and is in the thick of final development at Big Bang Entertainment. Our friends at Big Bang report that the game has gone through several changes of focus since we last covered the project, but that it should be wrapped up by the end of the year. Barcrest hopes to sub-license the game in North America to another publisher, but there is no word yet on who that publisher will be. Big Bang has promised Nintendo Power a sneak peek in the near future, so stay tuned.

Coming around the horn, the latest N64 games to be announced include *MLB Strike Zone '98* from GT Interactive, which is in the works at David's Thumb Entertainment in Colorado. Among David's thumb branding partners are two Nintendo veterans, including Brian Ulrich, the world's greatest baseball fan and ex-Nintendo Power staffer. Obviously, we expect greatness from Brian.

At BITS Studios in London, a development team is working on an action game for Fox Interactive that is based on the hit movie *Speed*. We haven't seen anything of the game yet, which isn't scheduled for release until the fall of '98, but it should be a great *Speed* as long as they stick to buses and leave out cruise ships.

Occasionally, we're considering picking up an N64 puzzle game called *Wetrix* from D&D, in the U.K. This oddball puzzle contains fluid shapes that must be fit together, unlike the blocks commonly found in Tetris clones.

I  
N  
S  
I  
D  
E  
R  
  
U  
P  
D  
A  
T  
E

## NATSUME'S HARVEST

The company that brought the opening RPG Harvest Moon to North America is going to do it again. Having had great success with Harvest Moon, Natsume is currently in the process of translating King of the Kings 2 (Shōko King of the Kings). Yes, it's a dating RPG for Japan Boy! The story has to do with a boy who isn't invited to school. He tries to learn the construction you'll have to play the game. Natsume hopes to release it in March in North America.



## POWER IN JAPAN

Games in Japan? Oh yes, definitely. Nintendo Power, No, not the magazine, Nintendo Power is also the name of the new game recording utility in Japanese convenience stores. Gamers will take their recordings. Game Pak (purchased separately) to their neighborhood Lawson stores, pay the clerk, hand over the Game Pak and have the games recorded directly onto them. This service will be available for selected Super Famicom games up to 32 megabits in size with 256K RAM. The Pak can hold up to seven games at a time, and it costs about \$40. Available games include Super Mario All-Stars, F-Zero, F16 Emblem and new titles like Super Mini FWD and Ducky Stallion for NES. Because there are 17 million Super Famicom in Japanese households, Nintendo figures the Power market can be substantial.

## THE NEW SUPER NES

We told you about the new look for the Super NES physically in Pak Watch. Now it's time to unveil the sleek new System. As mentioned before, the new hardware packs in all the electronics in about half the number of components. Gone are the Game Pak eject lever and RF Modulator, but for most users, the new Super NES is the best.



# RELEASE FORECAST



**AUTOSMOLI LANDORCHINI**  
**HANJO-KAZURE**  
**ODDY HARVEST**  
**HONGERMAN H4**  
**CHAMELEON TWIST**  
**CONKER'S QUEST**  
**8000 Y KONG RAGDOLL**  
**ORACULA 3-0**  
**ONAL HEROES**  
**EARTHGOON H4**  
**EARTHMOON JIM 3**  
**F-ZERO H4**  
**FORSAKEN**  
**CEX II, ENTER THE CECKO**  
**HYMNIO HEAVEN**  
**JEEPARDY!**  
**KNIFE EDGE**  
**LASTLEIGN NX**  
**MISSION, IMPOSSIBLE**  
**MLO FEATURING KEN HIFFEY, JR.**  
**NK MYTHOLOGIC, SMO-ZERO**  
**NASABO WHITEA OLYMPICS '91**  
**NBA IN THE ZONE '91**  
**NHL BREAKAWAY '91**  
**ONAKE G-4**  
**QUEST G-4**  
**SILICON VALLEY**  
**SPACE CHINGS**  
**THE LEGEND OF THE MYSTICAL NINJA**  
**TONIC TRONBLE**  
**TROCK 2**  
**TWISTED EDGE SNOWBOARDING**  
**ULTRA LOOSE NNNHR**  
**UNREAL**  
**WCM VS WWO, WORLD YOUR**  
**WCM HITRO**  
**WHEEL OF FORTUNE**  
**WFF II**  
**YOSHI'S ISLAND H4**  
**ZELDA G-4**

**FALL '91**  
**SPRING '92**  
**OPENING '90**  
**FALL '91**  
**FALL '87**  
**FALL '87**  
**SPRING '91**  
**FALL '91**  
**WINTER '91**  
**SPRING '90**  
**SUMMER '91**  
**SPRING '93**  
**WINTER '93**  
**SPRING '91**  
**SUMMER '91**  
**FALL '87**  
**SUMMER '93**  
**SPRING '91**  
**WINTER '87**  
**SPRING '91**  
**FALL '87**  
**WINTER '91**  
**WINTER '88**  
**WINTER '90**  
**WINTER '90**  
**WINTER '89**  
**WINTER '89**  
**WINTER '90**  
**WINTER '90**  
**WINTER '90**  
**SPRING '91**  
**SPRING '91**  
**WINTER '91**  
**WINTER '91**  
**WINTER '91**  
**FALL '87**  
**SUMMER '93**  
**FALL '91**  
**SPRING '93**  
**WINTER '90**  
**SPRING '91**

**HIWA LIFE '91**  
**NHL '91**



**FALL '87**  
**FALL '91**



**HST A-MOVE II**  
**NAME G. WATCH GALLERY II**  
**JAMES BOND 007**  
**KING OF THE FISHSMAN**  
**HMPERMAN**  
**TROCK**  
**MARIO LAND 2**

**WINTER '91**  
**WINTER '91**  
**FALL '87**  
**OPENING '91**  
**FALL '91**  
**WINTER '91**  
**WINTER '91**  
**WINTER '91**





**ON THE  
RUN?**



**LEAVE YOUR TROUBLES BEHIND**



**NINTENDO PLAYERS' GUIDES**

BUY THEM AT YOUR NINTENDO RETAILER OR CALL  
SUPER POWER SUPPLIES 1-800-882-0053

NINTENDO



SPORTS

QUARTERBACK CLUB '98 • NBA IN THE ZONE '98  
SNOWBOARDING • MADRID WINTER OLYMPICS '98  
FRY JR. • INTERNATIONAL SUPERSTAR SOCCER 64  
FIFA SOCCER 64 • NBA HANGTIME • HARE RACE 64  
WAYNE GRETZKY'S 3D HOCKEY '98

NINTENDO



SPORTS



# SPORTS

NINTENDO



SPORTS

Madden 64 • NFL QUARTERBACK  
TWISTED EDGE SNOWBOARDING  
MLB FEATURING KEN GRIFFEY JR.  
NHL BREAKAWAY '98 • FIFA 98  
WAYNE GRETZKY'S 3D HOCKEY '98

QUARTERBACK CLUB '98 • NBA IN THE ZONE '98  
SNOWBOARDING • MADRID WINTER OLYMPICS '98  
FRY JR. • INTERNATIONAL SUPERSTAR SOCCER 64  
FIFA SOCCER 64 • NBA HANGTIME • HARE RACE 64  
WAYNE GRETZKY'S 3D HOCKEY '98

Madden 68 • NFL QUARTERBACK CLUB '98 • NBA IN THE ZONE '98  
TWISTED EDGE SNOWBOARDING • MADRID WINTER OLYMPICS '98  
MLB FEATURING KEN GRIFFEY JR. • INTERNATIONAL SUPERSTAR SOCCER 64  
NHL BREAKAWAY '98 • FIFA SOCCER 64  
WAYNE GRETZKY'S 3D HOCKEY '98

NINTENDO



SPORTS

QUARTERBACK CLUB '98 • NBA IN THE ZONE '98  
SNOWBOARDING • MADRID WINTER OLYMPICS '98  
FRY JR. • INTERNATIONAL SUPERSTAR SOCCER 64  
FIFA SOCCER 64 • NBA HANGTIME • HARE RACE 64  
WAYNE GRETZKY'S 3D HOCKEY '98

NINTENDO



SPORTS



SPORTS





*Our goal is to try and preserve classic videogame magazines  
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.  
From the original editors and writers,  
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.  
Either by donating classic magazines, scanning, editing or distributing them,  
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines  
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.  
So please, if you come across people trying to sell these releases, don't support them!*

*Thank You and ENJOY!*

